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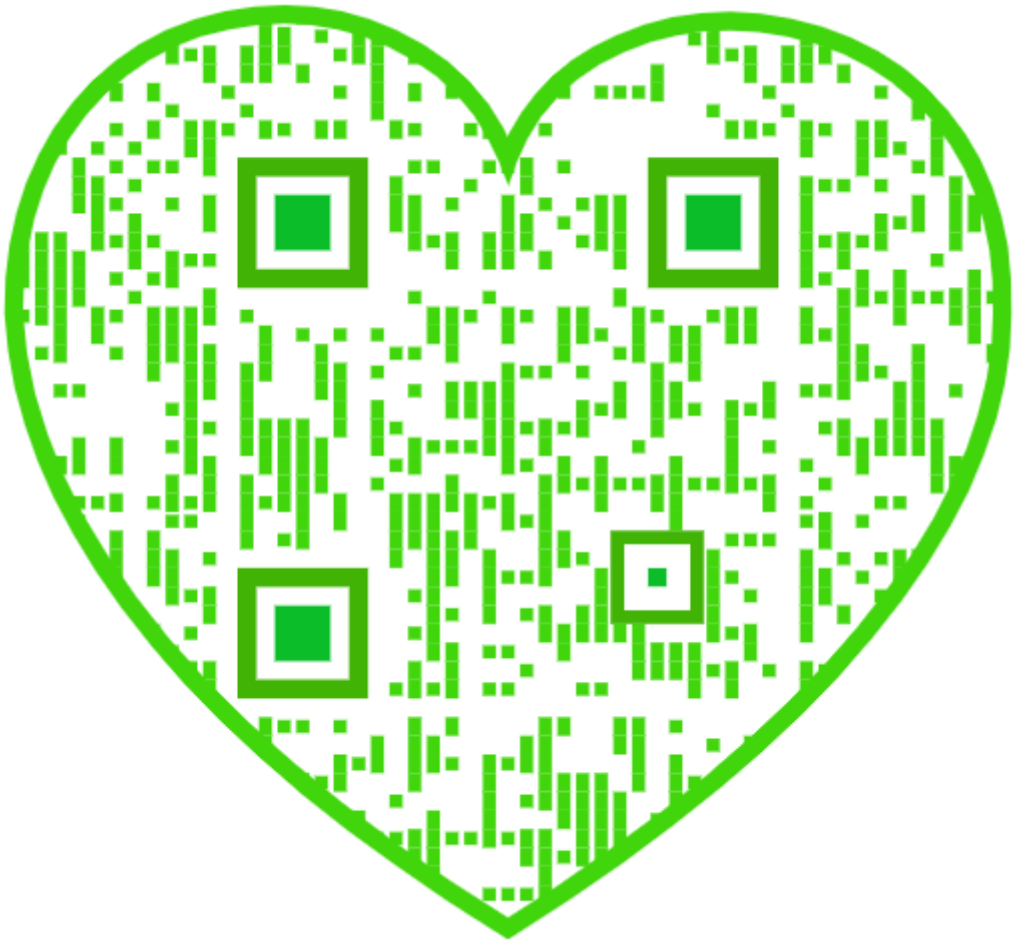

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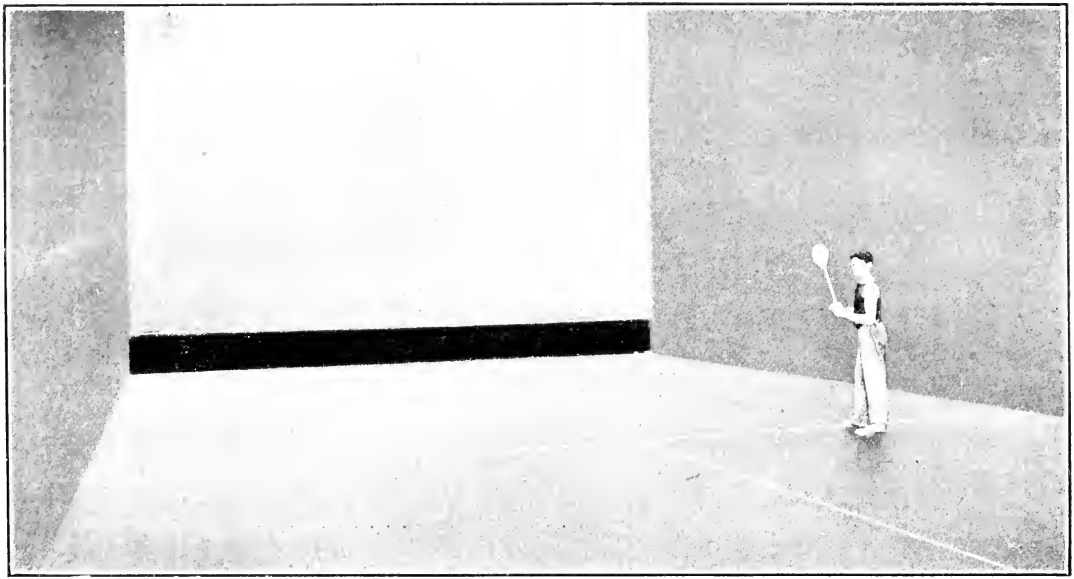

RACQUET COURT IN THE CHICAGO ATHLETIC ASSOCIATION CLUB HOUSE, LOOKING TOWARD FRONT WALL, SHOWING SERVING POSITION.

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[As the positions of players in Racquets and Squash are largely the same, the poses relating to these games in this book are interchangeable. They will answer for either game, no matter which style of bat is used.—THE EDITOR.]

No. 1—A FOREHAND STROKE—THE HALF VOLLEY (WITH A SQUASH RACQUET).

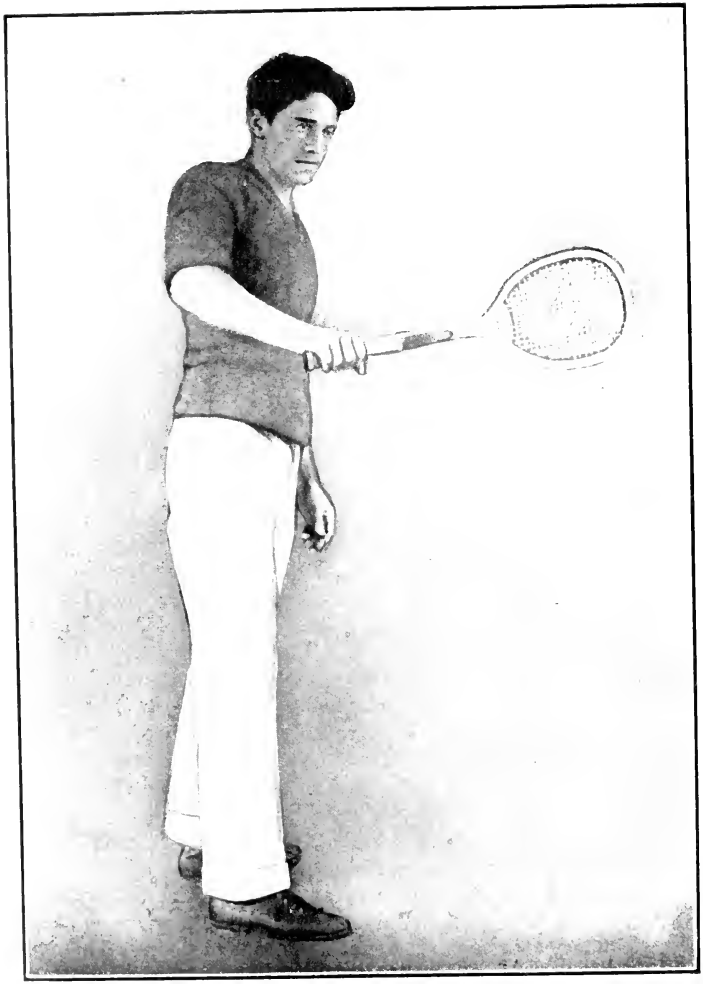
THE RELATION OF TENNIS TO RACKETS AND SQUASH

The origin of the various court games now finding public favor has been the subject of voluminous writings and of wide discussion among people identified with them. Court Tennis is probably the oldest of them all. Chroniclers of the events of ages long past frequently mention games in which racquets and balls, naturally of a comparatively crude sort were used, and we have many accounts of contests played by old-time rulers and nobles of England, France and Spain. Kings Henry V., VI., and VIII., of England, and members of their courts found great enjoyment in a form of tennis, as also did Louis XI. and XII., Charles IX., Louis XIII. and Louis XIV., of France, and Phillip III., of Spain.

The antiquity of games in which balls were batted to and fro by either hands or other implements may be imagined when it is known that the Ancient Greeks and Romans were players of and indulged in pastimes of this general nature. The Lydians played ball games, about which Herodotus has told, and Homer does not neglect to mention Nausicaa, daughter of Alcinous, King of Phæacia, and her merry maidens who were also devotees of sports of this nature. Prof. Flinders Petrie, the eminent archæologist, brought to light in excavations near Cairo, crude balls of leather and wood which were used by the Egyptian four thousand years ago or more, and in one of the inscriptions in Pompeii there are references to Pilcrepi, or ball players, and Pliny's friend, Purrina, was a devoted patron of games of this sort in an effort to preserve his health.

In the Middle Ages a form of handball was in vogue in France and Italy, and the Spaniards also played one or two games very similar. These games were played out of doors. The existence of the racquet is noted in the fourteenth century, and won comparatively frequent reference after the year 600.

Tennis, as it more closely resembles its present form, was un-



No. 2—THE BACKHAND STROKE (WITH A SQUASH RACQUET).

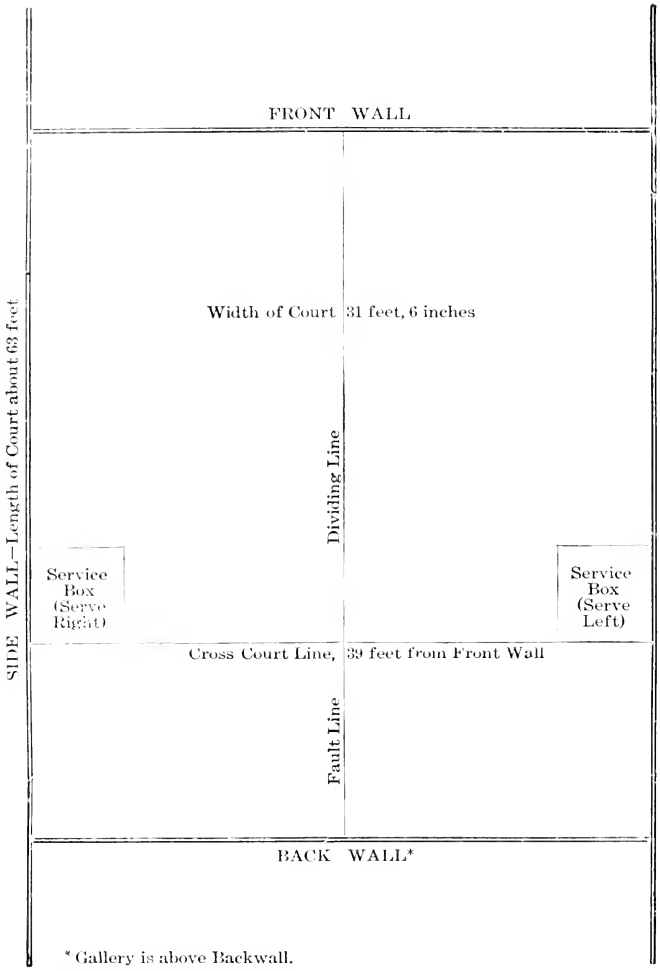
doubtedly taken into England from France. The Frenchmen called the game Jeu de Paume; Paume originating from Palma, the hand. The enthusiasm with which the game was received by the aristocracy of those days demonstrated clearly that they were in need of some such exercise to vary the military sports, such as jousting, etc.

Shakespeare recognizes the game when, in "Henry V.," he tells of the French Ambassadors and their presentation to the youthful monarch, of a "tun of treasure" from the Dauphin. Henry questioned:

> 'What treasure, uncle?
> *Exeter.*—Tennis balls, my liege.
>
> *K. Henry.*—We are glad the Dauphin is so pleasant with us;
> His present, and your pains, we thank you for:
> When we have match'd our rackets to these balls,
> We will, in France, by God's grace, play a set,
> Shall strike his father's crown into the hazard:
> Tell him, he hath made a match with such a wrangler,
> That all the courts of France will be disturb'd
> With chases.' "

Racquets has been described as a younger sister of court tennis, and lawn tennis is also an outcome of the old game of tennis which, while originally played outdoors, gradually evolved into an outdoor pastime. Squash in turn, might fittingly be termed a daughter of racquets, for it is nothing more or less than a variation of the latter sport. Racquets is primarily a product of England, where it has been developed to its highest degree of perfection. The British professionals are the exponents of the most advanced form of racquets, and Americans have had the fortune to see some of them play in this country.

Probably the first men to have their names appear in racquet narratives were Thomas Pittmann and Robert Mackay. These players were in the height of their activity about 1821, and were leaders in the pastime as then conducted. They were professionals and gave instruction to many men who afterward became able amateurs. The game gradually obtained a firmer foothold in England, and the ranks of both professionals and amateurs became noticeably larger.


FRONT WALL
Width of Court 31 feet, 6 inches
Dividing Line
SIDE WALL—Length of Court about 63 feet
SIDE WALL
Service Box (Serve Right)
Service Box (Serve Left)
Cross Court Line, 39 feet from Front Wall
Fault Line
BACK WALL*

* Gallery is above Backwall.

DIAGRAM No. 1—FLOOR PLAN OF A RACQUET COURT

A notable game of racquets that has come down in tradition took place in England in the early 60's. The contest was between Sir William Hart-Dyke and Francis Erwood. Sir William was then amateur champion of England. Erwood was the professional champion. Much to the surprise of the majority of the followers of racquets, Sir William defeated the professional. His victory is said to have resulted from superior condition. Sir William was the only man in the history of racquets that ever held both amateur and open championship titles of England. The amateurs of to-day have but little chance against the professionals, the latter having practically exhausted the possibilities of the game, so far as the mastering of its difficulties is concerned.

The first properly constructed racquet court was constructed in London in 1853, Princes Court. The amateur championship of England was established considerably later, when the Queen's Club was completed in West Kensington.

In America many of the professionals are Englishmen, although some very able men have been developed over here. The amateurs of the United States also play remarkably strong games, and a large number of them have attained prominence.

The early game of racquets, then played out of doors, was not strikingly different from the sport of the present day, except in minor particulars. The latter-day players, however, have brought it to what has been said by authorities to be the limit of its advancement, in point of expertness of play. Another game in the same family with racquets, laying claim to a greater age, and which has been introduced into the United States, is Pelota or Jai-a-li. This pastime is a prime favorite with Spaniards and Cubans, and is played with a peculiar scoop-like, narrow wicker racquet, or basket, into which the ball is caught and projected against a curved wall. The ball can be sent with terrific force, just as in racquets, and men have been known to receive painful injuries by being struck with it.

In the entertaining Badminton volume, printed in England, a writer speaks of the early days of racquets in a manner that lends an atmosphere of romance to the pastime and its tradi-

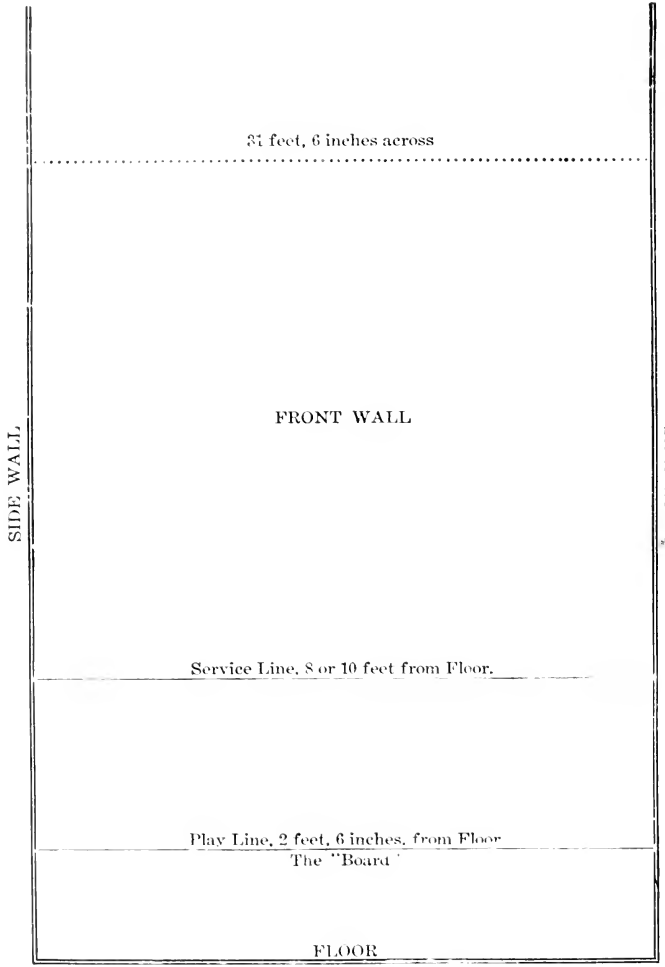


DIAGRAM No. 2—FRONT WALL OF A RACQUET COURT

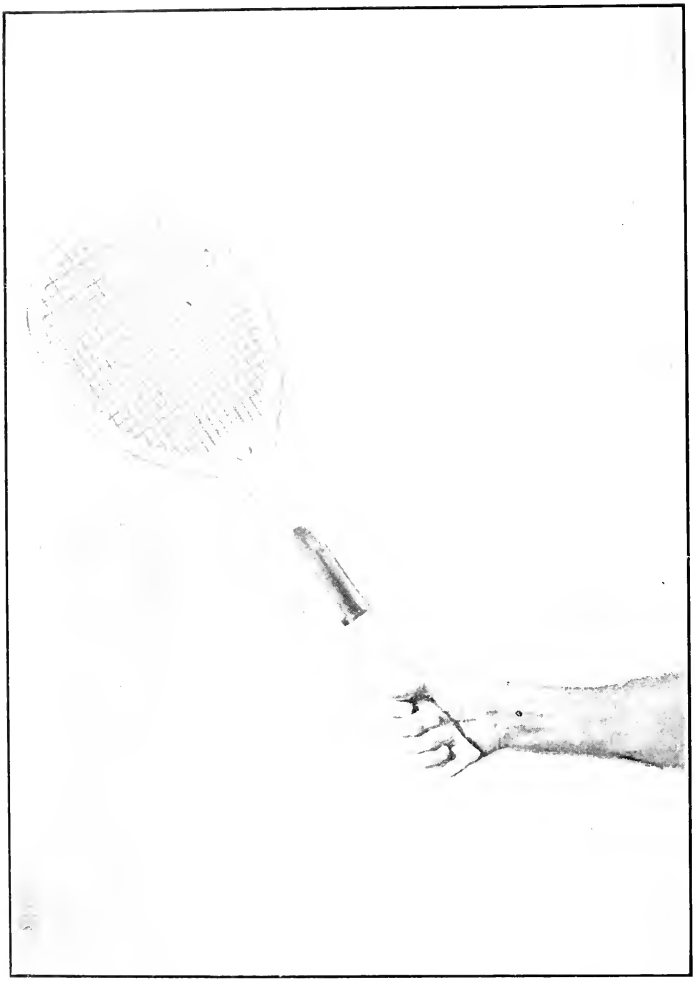
tions. After speaking of tennis, the author continues by saying:

"Her younger sister (racquets), on the other hand, has had no such advantages. Nobody up to date has ever in writing been so bold as to claim high rank for her. If she existed previous to this century, she has been passed by on the other side as a queen, who, hid either in a gaol or in the pothouse, was unworthy of notice by a respectable person. Where kings, in fact, played one game (tennis), the lowest persons in fiction played the other. The author of 'Pickwick' introduces a racquet player, whose dingy appearance is only equaled by the gloom of his surroundings. But though Henry VIII. and Charles II. play one game in a palace or 'Smangle' plays the other within the walls of the Fleet (the famous Fleet Prison in London, where a racquet court at one time existed), those facts render the manner in which racquets has come to the front all the more remarkable."

The foregoing quotation touches on a phase of the history of racquets that has remained unknown to the general public, and that is the fact that in the days long gone by the game was patronized only by the working people of England and France. But finally the attention of the higher classes was attracted by the fascinating nature of the exercise involved, and soon racquets became one of the well-known pastimes.

It is a matter of historical record that the time came in both England and France when by special edicts from the thrones the playing of "idle games," by which was meant tennis, handball, etc., by the common people was prohibited. The reason given was that the practice of these "vain sports" would retard the progress of military training.

It is keenly regretted by the devotees of racquets that the history of the game has not been preserved. The definite records of its past are complete only as they refer to its more recent development. Only scattering references to it, as it existed in its early form, are available and these by reason of their unauthoritative narration, give rise to differences of opinion among the writers of to-day, who naturally are wont to place independent construction on the meaning of these references



No. 3—A GRIP FREQUENTLY USED IN BOTH RACQUETS AND SQUASH.

as they find them. The ancient days of tennis and its patronage by royalty have often been described, even in detail, and the popularity of the older game undoubtedly cast a shadow over racquets, its close relative, and from which it was difficult to emerge.

A DESCRIPTION OF RACQUETS.

The increasing vogue of indoor games is one of the significant developments of modern pastimes, and the most popular branches of this class of athletic diversion, court tennis, racquets and squash-racquets, demonstrate their powers of attraction and fascination by the firm hold which they obtain on their patrons. And, indeed, there is no cause for wonder that these inspiriting, health-giving recreations have firmly intrenched themselves in the hearts of exercise-loving people of different nations. They combine all the elements that go to make up the kind of sports reveled in by temperaments fond of action, of the more strenuous forms of amusement, and which best thrive on such athletic pabulum as serves to bring into play practically all the muscles of the body.

In the considering of racquets, squash, and court tennis, we will in this book give the preference in treatment to racquets. While tennis is the older of the three games, and more advanced in some respects, its excessive cost places it out of the range of the many. It has attained its greatest range of popularity in England, where a large number of courts are established and do not lack patrons. Squash also, with its sterling and enjoyable qualities well deserving of the praise of its votaries, is clearly the most popular game of the three games in America, but as it is a development of racquets, it is given treatment as secondary to the older pastime.

Racquets, like squash, is played in a court inclosed by four walls, and known as front, side and back walls. The regulation court (see diagram 1) is 63 feet long and 31½ feet wide, although these figures vary in different places, according to the amount of space that can be conveniently devoted to the purpose. The front wall, against which the ball is served, is crossed by a service, or cut line, which must be more than eight

No. 4. A GRIP SOMETIMES USED FOR BACKHAND STROKES.
Professionals never change the grip, using the same for all strokes. They do not encourage placing the thumb along the handle as in this photo.

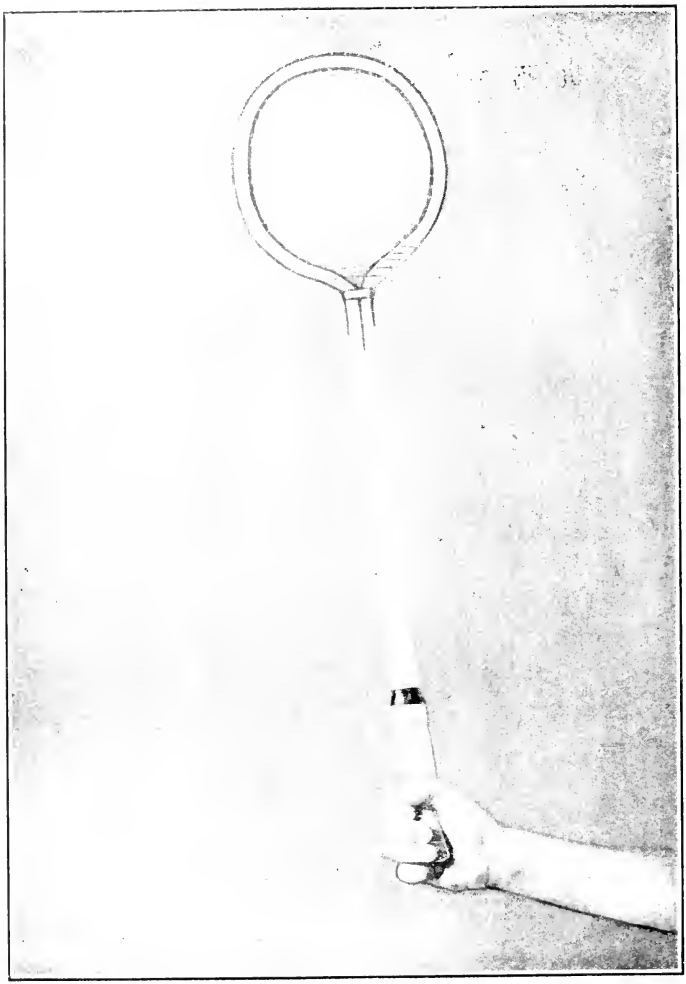
feet, usually ten, from the floor. The ball must strike above this line during the serve. The "play" line, marking the limit for low balls after the serve has been delivered, is 2 feet 2½ inches from the floor. The space from the play line to the floor is called the board. (For the front wall see diagram No. 2.)

Across the floor of the court, about 40 feet from the front wall, is drawn another line, setting off a space into which the server must send the ball on the ground, or else be penalized on its repetition. This section is in turn cut in half by a fault line, or half-court line, extending from the middle of the cross line to the middle of the back wall. The ball must be served into either of these courts or sections, according to the server's position. The server alternates between two little boxes marked off on either side of the court at the points where the side walls and cross court line meet. The service boxes extend forward from the line recrossing the court. When the server sends the ball from the left service box, the ball must strike the front wall over the service line before mentioned and rebound into the court on the right side, marked off by the cross court and half court lines. This maneuver is called "serving right." To "serve left" the server stands in the right-hand service box and causes the ball to rebound into the section to the left of the half-court line. For back wall see photo No. 14.

The uninitiated reader will undoubtedly be aided in understanding these fundamental principles of the game by studying the diagram of a racquet court (diagram 1) accompanying this chapter.

When actual play is about to begin, the server is determined by the spinning of a racquet in a manner similar to the practice among tennis players. The person naming whichever side of the racquet turning uppermost—the rough or smooth side of the gut—has the privilege of taking the serve. He invariably does this, for the server has an advantage of his opponent. This advantage is modified, however, by the system of scoring. It gives the server's opponent the option of "setting" the game at certain stages. This feature of play will be explained later.

The server takes his position in the service box and puts the ball in play. The outside player stands in the larger court on



No. 5—ANOTHER MODE OF GRIPPING THE RACQUET HANDLE. The fingers should not be crowded. Notice the position of the little finger.

the side opposite to that chosen by the server, and into which the ball must rebound in order to be put in play. As the ball comes into the out player's territory he is allowed to return it to any part of the front wall above the play line or board. The playing now continues, with both contestants exerting their full endeavor to return the ball to the front wall in turn. The server is called the "hand-in," and his opponent the "hand-out." As is also the rule in handball, the scoring is done by the server. When the hand-out makes a misplay, allowing the server to win a stroke, the server wins a point, termed in racquets an ace. The hand-in retains the serve until by misplay he loses a stroke. Then the hand-in becomes the hand-out.

The server scores in three ways:

Whenever his opponent fails to return the ball to the front wall and above the play line before it has bounded twice (unless conditions make it a "let").

Whenever the hand-out returns the ball out of court.

Whenever the hand-out interferes with the ball in any way, permitting it to strike any part of his body or clothing.

The hand-in relinquishes the serve to his opponent and becomes hand-out:

Whenever he serves the ball in such a manner that it touches him before it goes into the proper court.

If the ball served, strikes the board, or out of court.

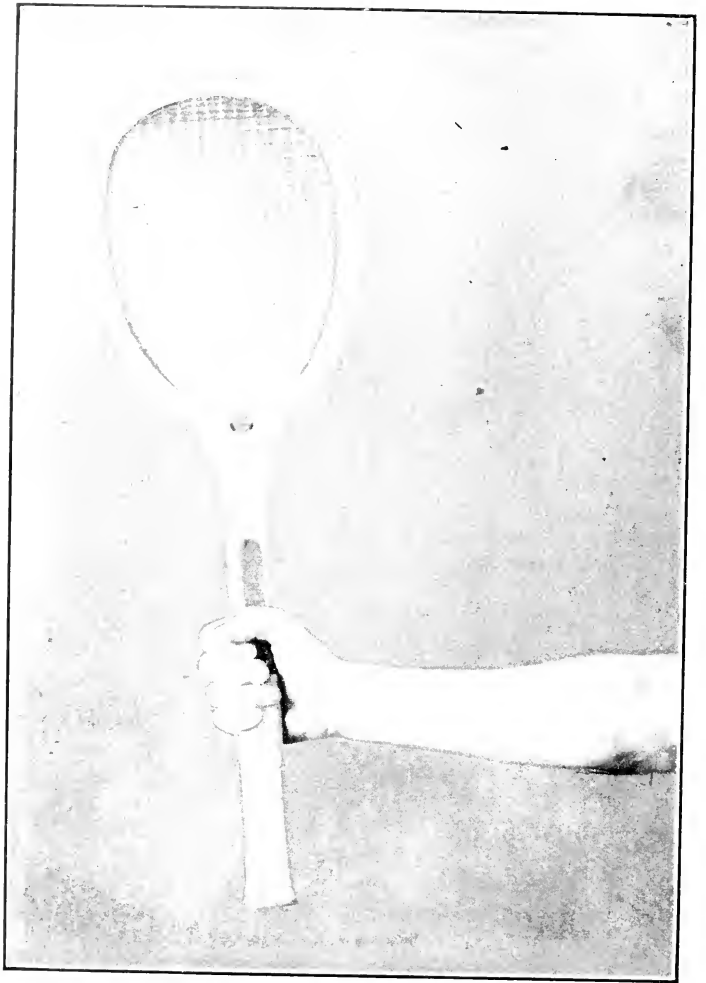
If, while serving, he sends the ball against any part of the court before it strikes the front wall.

When two successive "faults" are scored against him.

When his return fails to strike the front wall above the play line or board.

When the ball is returned out of court by him, and when the ball comes in contact with his body or clothing.

For the benefit of beginners in racquets, will explain "faults" and their bearing on the game. A fault may be any one of four offences, which, on two consecutive repetitions, bring down a penalty on the server. The server makes a fault when he puts the ball in play without having at least one of his feet in the service box, and, as specified in the rules, no part of this



No. 6—AN INCORRECT GRIP.
Racquet is held too high upon handle, and the fingers are crowded together.

foot must touch the lines that form the box; when the ball is struck by him two or more times during the same play; if the ball strikes below the service line, and also when the ball does not rebound into the proper court.

A game of racquets ends at "fifteen up," meaning that the player first scoring fifteen aces, wins. The custom of "setting," which, as before stated, aids in overcoming the server's "balance of power" over his opponent, prolongs the contest somewhat when the hand-out takes advantage of it. When the score is thirteen all the hand-out can claim the right to "set" the game to 5 or to 3, provided that he so announces his intention before the next ball is served. The foregoing means that the player first winning 5 or 3 aces, whichever way the game is "set," is the victor.

Should the score be fourteen all, the hand-out may "set" the game to 3. Therefore, the contestant first tallying 3 aces is the winner.

The official governor of the play is the marker, who passes judgment on the different phases of play and on disputed questions. However, in match contests, the marker is supplemented by an umpire and a referee, but these officials do not restrict in any way the marker's jurisdiction over all cases where the service is concerned. The marker is the sole authority—the final court on disputes of this description. But he may voluntarily seek the advice of the umpire and referee, if he so chooses.

A "let" in racquets disqualifies either the serve or an interchange of returns, generally known as a "rally," and in England formerly known as a "bully." Should the ball come in contact with the striker's opponent, on or above his knee—according to the marker's opinion—in such a manner as to prevent it from continuing to the front wall over the play line, or should the marker consider that the player unintentionally hindered his opponent in any way, in returning the ball, the play is a "let," and does not count for either contestant. The server again delivers the spheroid, and from the box used in the original service.

Two, three, or four persons can participate in the same game

No. 7—A FOREHAND STROKE (WITH A RACQUET BAT) AT THE POINT OF CONTACT WITH BALL.

of racquets, but the singles are by far the superior branch of the sport. In fact, there are some players who say that taking part in doubles interferes with the development of their individual style of play. Of course, the social element which enters into a four-handed game undoubtedly has attractions for many wielders of the racquet, and which they do not care to relinquish. Therefore the Four will always find supporters, and will flourish as long as the game lasts.

The player in a four-handed game, or doubles, has constantly to remember that his partner has rights equal to his own, and should always seek to give him a fair chance in the playing. To monopolize the "centre of the stage" during doubles, robbing your helpmate of opportunities to get into action, in order that you may better display whatever ability you may possess, is not a mode of procedure that will in any way work materially to your advantage. It certainly will not improve your standing among your associates. Team work of a striking order can be developed by assiduous practice with the same partner, and in doubles contests, where experts are engaged, rare sport is enjoyed both by participants and spectators. The feeling that one is pressed for space is always more or less of a handicap to doubles players that have spent most of their time in singles, but with continued practice the impression will wear off.

The average game of racquets lasts about a quarter of an hour. Five games usually constitute a singles match, and in doubles, seven. The marker and spectators occupy a gallery built in at the top of the back wall. This gallery affords an excellent coign of vantage for those wishing to follow the progress of a game, and to study the individual characteristics and modes of play of the contestants.

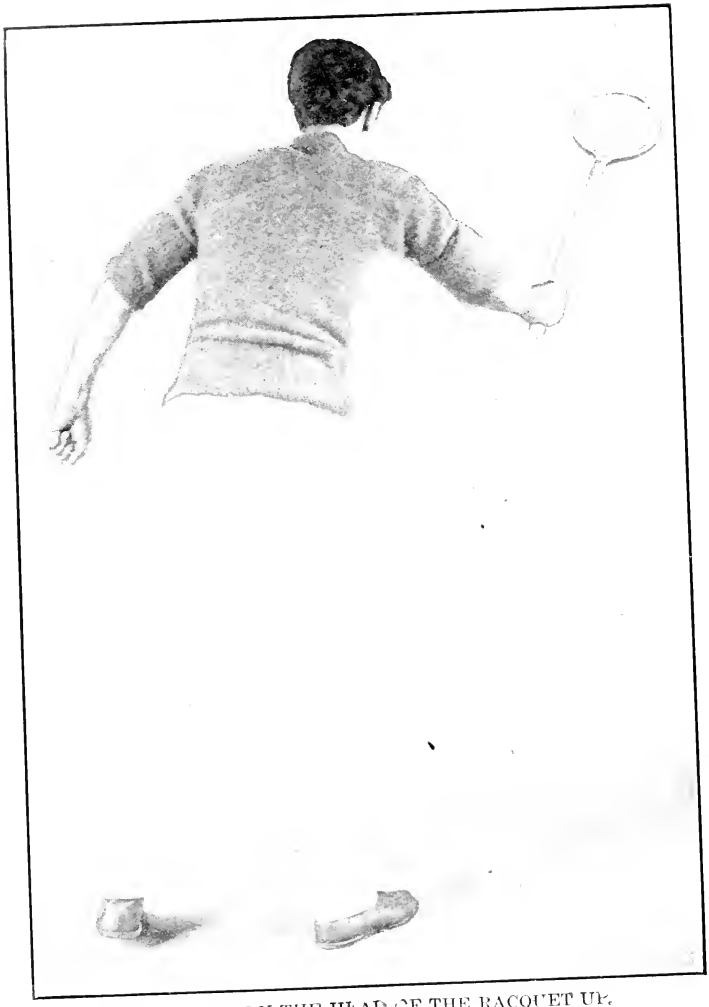
A TALK TO BEGINNERS.

Every person who wishes to become an effective player of racquets must immediately disabuse himself of all thoughts that he can take life easy, and withal make a good showing. This is imperative. The racquet player is a man of action, of accomplishment, a man of speedy movement, and who at the same

No. 8—THE FOLLOW-THROUGH OF A FOREHAND STROKE.

time does not necessarily sacrifice accuracy. The lightning thinkers and rapid movers are the ones who become notably proficient in the manipulation of the racquets, and who does not desire proficiency, even if not expertness, in any pastime to which he devotes his time, energy and money? Therefore, if you start to learn the science of racquets (for the game is every bit of a science, as well as a healthful and instructive diversion), make up your mind to become a good player. In so doing you will receive double, yes triple, benefit, and will derive from the game a mead of enjoyment unobtainable otherwise. Of course, there are a few famous players who win honors even though they do not appear to exert themselves as much as do some others. To the uninitiated they show ability to return the ball safely and tellingly without any considerable amount of sudden transition of base. Yet this peculiarity of play, which might tend to encourage a belief in the minds of certain tyros that, after all, racquets is not very hard exercise, is the result of years of study and playing. These players in question, and who are exceptions to the general rule, have finally succeeded in forming a style of play which might possibly indicate that they are taking liberties with their opponents. In reality they are doing no such thing. On the contrary, they have cultivated their individual powers to such a degree that by using a long reach, a long step, or an unusually agile twist of the arm, or flick of the wrist, they can overcome conditions that would cause others to do more or less jumping about. Also by the development of the habit of critically analyzing the style of play of their opponents, these players can oftentimes foretell instinctively the particular part of the court to which the ball will be returned. Thus, they are enabled to regulate their movements accordingly.

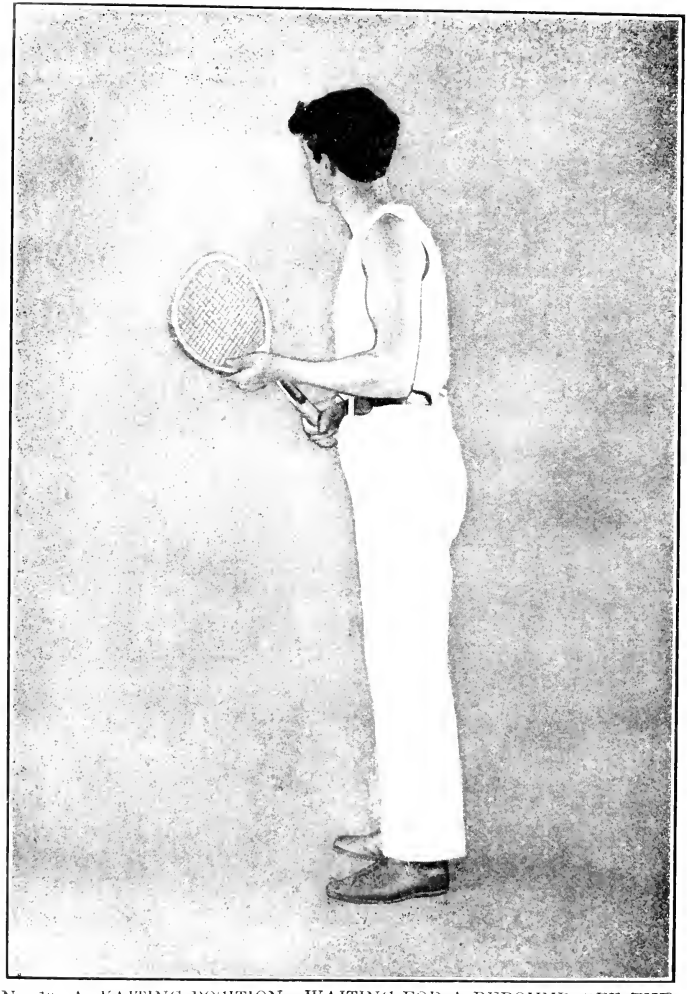
The most important lesson for the beginner to learn is that of practicing faithfully. The golfers, lawn tennis players, cricketers, boxers, fencers, and, in fact, the followers of every branch of sport calling for ability, accuracy and finesse, consider practice as necessary to success as breath is to life. The racquet players should profit by their example. When it is considered what the beginner has to do in order to fit himself for racquets,



No. 9—CARRY THE HEAD OF THE RACQUET UP.

the value of constant drill will appeal to him all the more forcibly. To begin with, he has a shoulder, an arm, a wrist, a back, and legs that are not flexible enough to carry him creditably through a contest. Only practice will overcome this shortcoming. His eyes are necessariiy slow at first to follow the little white sphere. The muscles used in putting force into strokes are not possessed of the development they should have. More important still, the prospective player has no knowledge whatever, unless it be purely theoretical, of the technique of the game and its many ramifications, which only the conscientious following of trustworthy instruction will give him. The handling of the racquet, his position in the court during different stages of play, his execution of strokes, his service, his power of adaptation to emergencies, all these features and others, remain to be mastered. There is but one path to follow to gain success. Advancement along it can only be had by persistent practice, and a determination to improve. The way has been blazed by hundreds of ambitious athletes. Those who tread this path have hours and days ahead of them which must be spent in conscientious endeavor before they can emerge into the bright sunlight of opportunity and the pleasures it reveals to them. For, rest assured, the reward is more than worthy of the trouble, and it may be well said that there is no accomplished player of racquets to-day in this country or any other that regrets the labor spent in preparing himself for activity in the higher planes of competition. He has placed within his power a means of spending pleasant hours with his friends; has given himself the ability to show his rivals for athletic honors that he is a foeman worthy of their strongest efforts, and has found a healthful, exhilarating exercise that lends life-added zest and that gives him the best possible preparation for meeting professional and domestic cares. Concerning the modes of practice, there is much that should be said, and the writer will go into details relating to them later on, when the reader will have been brought into a better underderstanding of the game.

Rapid progress should not be the sole thought of any tyro especially during the first stages of his induction into the mys-



No. 10—A WAITING POSITION. WAITING FOR A REBOUND OFF THE BACK WALL.

teries of the game. Great care should be taken to understand fully what you observe and are taught. Know what to do, and why you do it. Every move has some significance, every stroke its peculiarities, every play its variations. Even the position of the fingers as they grasp the handle of the racquet, the carriage of the head during play, the movements of the feet, the balance of the body as you go from one spot to another, should be governed according to the advice of your instructor and corrected as occasion warrants. Finally, you will develop form that you will always maintain as a sort of second nature, absolutely without the cognizance of your mind. But do not become automaton-like in your movements. Machinery is not at all desirable in the racquet court. Let your joints be loose, the bones playing easily in their sockets, still remembering, however, that there is not a great deal remaining to be discovered in racquets, and that when you diverge strikingly from the methods of the leaders of the day you will be considered faulty and freakish, rather than as intelligently original.

Actual competition is admittedly, or it should be, the goal of every beginner. His ambition is a laudable one, but he should be content to bide his time until he has control of the game to such an extent that he is perfectly at home under all circumstances. To plunge into competition at too early a stage in your development will bring you in contact with discouraging rebuffs, from the more advanced players, who are not particularly anxious to take the edge from their game by lowering their standard of play to fit yours, and then you will be very apt to form faulty habits of execution. These habits, like those we are prone to contract in daily life, are harder to break than they are to avoid entirely in the first place. So, don't take any chances on forming them. Wait until you yourself and your instructor are sure that you have mastered more than the mere rudiments before you go into the fray against your superiors. Although this method of polishing up your weak points in practice may be somewhat tedious compared to starting to play as soon as you have formed only a vague idea of the game, yet you will later appreciate the soundness of the advice and will be ready to sug-

No. 11—AN INCORRECT WAITING POSITION (HEAD OF RACQUET IS NOT HELD UP).

gest it to others. Rome was not built in a day, and a racquet player is not made in a week.

CHOOSING A RACQUET—THE BALLS—CLOTHING.

Beginners in racquets should take particular pains to equip themselves with implements entirely suited to their individual peculiarities and requirements. Some players are wont to indulge in fads in the selection of rackets, and the sooner the beginner puts all such ideas out of his mind the more satisfactory will be his progress in the game. Be careful about the weight of your racquet. Do not use one that is either too heavy or too light. If you are possessed of large muscular development, a racquet of comparatively light weight will be better suited to you. You will be able to handle it quickly and more easily. At the same time your strength will make possible your putting all the necessary force into your strokes. If a weak man, a heavier implement will probably be the best adapted to your purpose. The weight will give the ball impetus impossible to derive from a light racket in the same hands. Should you desire to increase the weight of a racquet which you particularly like, you can easily do it by wrapping the handle with strips of thin leather. It is generally preferable to have the weight in the handle. You will then have better control of the racquet.

Be sure that your racquet is strong, as regards both frame and strings. Too pronounced economy in preparing yourself for the game will prove very unsatisfactory in the end. You will derive more benefit and pleasure from one first-class racquet than from three inferior ones.

As you progress in the game you will probably form your own ideas as to your likes and dislikes in the matter of racquet handles. Some players prefer grips thicker than others, and vice versa. The gut should be stretched moderately tight for ordinary purposes, and as tight as possible for match contests. When not in use your racquet should be kept in a press. Otherwise, it will become misshapen and lose its accuracy and tone. A press will prolong the life of a racquet threefold. Discrimination in the choice of balls will always repay. In practice games balls

No. 12—THE POSITION OF THE FEET IN "SIDE RUNNING."

that are a bit soft will answer the purpose. In match games harder balls are used.

Your suit should, of course, be flannel. Flannels are to the racquet player what party gowns are to the debutants. They are indispensable. Both the upper garment and the trousers should be cut so as to give absolute freedom of motion. Tightness about the shoulders is particularly to be avoided. Your undervest may be of cotton, lightly woven wool, or any other uncumbersome material. Wear a belt. Do not fall a victim to braces, which, while they may possibly prove a better support to the flannels, certainly hinder the easy play of the shoulder muscles.

Concerning the shoes, the chief requirements should be a strong, serviceable sole and upper. The sole should not be one so unpliable that it will deaden the foot, and yet it should be heavy enough to prevent you from becoming footsore through running about on the hard flooring. They should grip the floor, to some extent, to obviate all chances of slipping. High shoes should be worn by those whose ankles are not overly strong. A white sweater is part of the wardrobe of most players.

HOW TO HOLD THE RACQUET.

Every player ought to learn to hold his racquet properly, that is, in a manner making its manipulation most effective with a minimum of effort and time. Your primary object is to present the full face of the racquet to the ball. There are two sides to which the ball can go, the forehand and the backhand. The former is your right-hand side, the backhand is your left. The ball can best be handled on the forehand side. In executing the average forehand stroke (see Fig. 1) you sweep the racquet down and forward with your right arm more or less straight. In the backhand stroke (see Fig. 2) your right arm must necessarily be thrust across your body, and in most cases bent at the elbow. In order to obtain the best results you should hold the racquet so that either class of strokes is possible without the changing of your grasp on the handle. One of the best methods is to close the fingers around the handle, with the thumb crosswise and touching the side of the forefinger (see

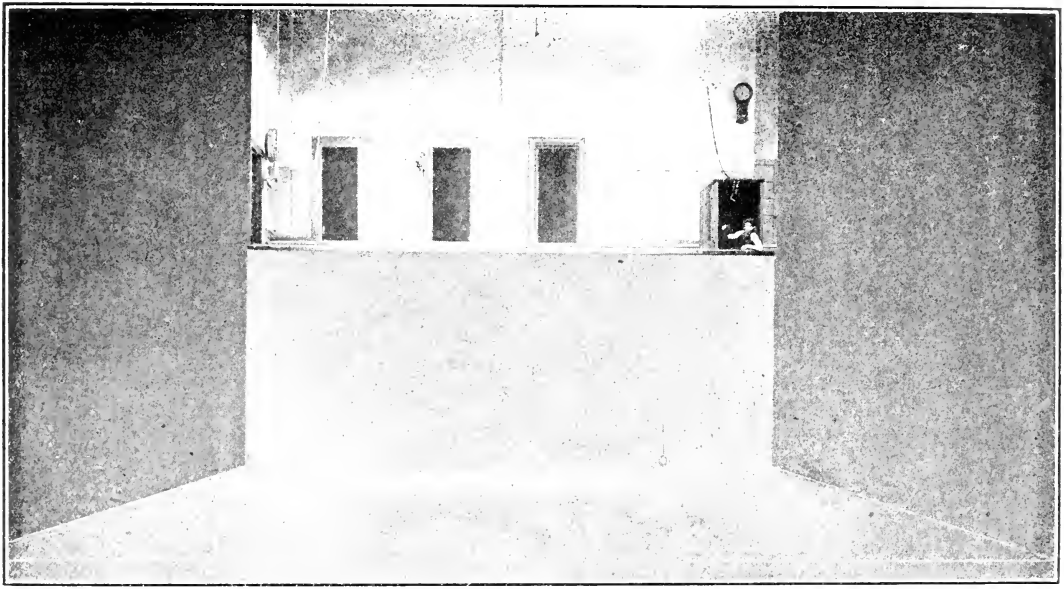
No. 13—HOLDING THE RACQUET TO PROTECT THE FACE.

Fig. 3), with the handle slanting slightly from across the middle of the palm to the first joint, or in some cases over the middle section of the forefinger. This grasp can be used in both the forehand and backhand strokes, but certain players prefer to extend the thumb along the back of the handle (see Fig. 4) in backhand strokes, thereby deriving added power.

You must use your own judgment to a great extent as to what part of the handle you will enclose in your grip. Some players take the extreme end of the handle in the middle of their palm, bending the little finger beneath it (see Fig. 5). Others grasp the handle a short distance from the end, and still others are occasionally met with who take their grip in almost the middle of the handle. Practically all of them, however, change their grip to meet varying conditions in the court. Certain it is that the closer to the end you grasp the handle, the longer is the sweep of your arm and a consequent severity is given to your strokes. Hold the racquet firmly, but do not necessarily try to squeeze the handle into a shapeless mass of fiber. Vary the intensity of your grip as occasion permits. You will find that the relaxation is restful to the muscles of your hand and arm. Experts often hold the racquet somewhat loosely, but the tyro should grasp it firmly until he has made considerable progress, and has developed good form. An incorrect grip is shown in Fig. 6. The racquet handle should slant across the palm of the hand, and for ordinary purposes it is held too far from the end.

POSITION AND STYLE.

The cultivation of good form, accuracy, strong hitting and swiftness of movement is the principal duty of the racquet and squash-racquet player. The first rule to bear in mind is to *face the side wall in returning a ball, and not the front wall.* To the uninitiated this statement will probably sound peculiar, but before a person has taken part in a game for even a minute the force of this rule will appeal to him strikingly. The correct position of the player in returning a ball is very similar to that of a golfer in readiness for a stroke. By means of this position



No. 14—RACQUET COURT IN THE CHICAGO ATHLETIC ASSOCIATION CLUB HOUSE, LOOKING TOWARD BACK OF COURT, SHOWING MARKER'S BOX.

the player is enabled to execute the long, free sweep of the arm in a line with that of the approaching spheroid, to meet it at the proper point, and to follow through (see Figs. 7 and 8) and upward into position for another stroke. You should always carry the head of the racquet up (see Fig. 9) so that you may better put the force of a swing into a stroke without delay. The golfer raises his stick preparatory to a downward sweep at the ball, and so should you, as the same principle applies to racquets.

The racquet stroke is one continuous movement made up of different parts, all of which merge into the one. Learn to combine them—the movements of the trunk, the shoulders, the arm and the wrist—so that the stroke is smoothly executed, disguising its component elements. The force you put into your strokes is also an ensemble of individual, contributory causes. It comes from the wrist, arm, shoulder and back. By combining the power of the muscles of each of these parts of the body and releasing it through the racquet in an effective manner, as it strikes the ball, you achieve the object of your instruction and practice. Only good form will enable you to execute a stroke properly, and therefore clearly determine that you will make your style as perfect as your time and opportunities will permit. Good style depends largely on the poise of the body and the position of the feet and arms during action. Your position in striking on the forehand side should be about as follows:

Facing the right-hand side wall, with the feet pointing either straight or diagonally toward it according to the direction and speed of the ball as it rebounds from the front wall; the feet about fifteen or twenty inches apart; the knees straight or slightly bent, as you find best for your purpose; body resting on the balls of the feet to make possible a quick range of base; the racquet upraised and the eyes directed toward the ball, should it have left your opponent's racquet.

In striking in the backhand position, the forehand position should be reversed, with the left shoulder thrust back, away from the front wall, the right arm, holding the racquet slantwise, and up across the body.

Leading up to the foregoing two poses is what is known as

No. 15—A HALF VOLLEY—BACKHAND.

the waiting position (see Fig. 10). This attitude is held while your opponent is negotiating your stroke and you make use of it after you serve or return a rebound from the front wall. The waiting position should be such as to enable you to move quickly into either the forehand or backhand position, and in instant readiness to handle a return.

For all ordinary purposes the waiting pose should be taken in about the middle of the court and not too close to the front wall. A study of your opponent's plan of attack should determine for you where best to stand. In waiting, face the front wall with the head of the racquet up and the feet 15 or 20 inches apart. Lean forward slightly, the toes turned outward, and rest on the balls of your feet. By careful and well-directed practice you can readily decide for yourself the simplest modes of working from the waiting position into the playing positions. Should you be within a reasonable distance of the ball, as it strikes the floor on its rebound from the front wall, you can easily pivot about on either, as conditions render most advisable, and, shifting the non-pivotal one, get into position for either forehand or backhand strokes. An incorrect waiting pose is shown in Fig. 11. The racquet is not held with the head up.

When the ball approaches from the front wall, say on the forehand side, locate as closely as possible the spot where it will strike on its second rebound. Then quick as a flash get into position to return it from that point. Do not return the ball from the spot where it strikes on its first bounce until you are further advanced in the game. This phase of play will be treated under the head of half volleying. One of the fundamentals of racquets is to return the ball on its downward course. It is rising just after it first bounces; is falling, of course, as it approaches its second bounce. Do not advance too close to the ball. Stand clear of it to such an extent that you will not be hindered from delivering a full clean-cut swing. You will cramp yourself seriously by drawing too close.

It is a vital requirement for all players of racquets and squash-racquets to be able to assume the correct playing attitude instantly and at all times. There should be no hesitation, and its

No. 10—SENDING A BALL TO THE SIDE WALL.

different features should be blended so expertly that their existence is not apparent to the onlooker. After assiduous practice the different parts of the body concerned will take the correct pose without your cognizance. Be sure that you set yourself in the proper manner before you execute a stroke. Do not return a ball while on the run unless you find such action impossible to avoid. Do not handle a return while running backward or while pivoting into position. Learn *to be in position and in the proper place at the proper time.* This is essential to accuracy as well as to good form.

SIDE RUNNING.

A valuable aid to the development and maintenance of good form is to practice side running (see Fig. 12). You will find that side running will be one of the prominent features of most games. Many players have developed the art to a degree of perfection that is interesting to see. By this maneuver you will find yourself capable of advancing or retreating directly along the line of a ball or otherwise in such a manner that you can stop instantly and be in position for any kind of a stroke. In side running your shoulders are in a line with the direction you are traveling. Were you to run in the ordinary fashion with your breast to the front you would have to stop and turn yourself into position before making a stroke, thus losing time and greatly reducing your chances of returning the spheroid accurately and forcefully.

It might be added that you should always place your racquet in front of your face (as in Fig. 13) when your opponent is in a position making likely his propulsion of the ball in your direction, especially when he is back of you and playing off the back wall. Interpose your racquet between your face and the ball. Should it hit you in the face or eyes serious injury would probably result. There are instances on record where men have lost the use of an eye through carelessness.

Throw most of your weight on the rear leg in play. Do not allow your joints to stiffen, particularly those of the striking arm. Your wrist, elbow and shoulder should be supple and at

No. 17—A VOLLEYING POSITION (REAR VIEW).

the same time capable of being made, at a moment's notice, as rigid as an iron bar. It is in backhand maneuvers that the flexible arm is an absolute requirement for good work to result. Do not jerk your hand or arm too sharply during strokes unless applying a cut, for in this way you will often "foozle" miserably a ball, the speed of which has proved deceptive. Do not devote your attention exclusively to watching the ball. Keep a close watch over your opponent, especially when he is making a stroke. Teach yourself to follow both the ball and your fellow player. Observe him carefully when you are serving in order to take advantage of any faults to his position. Pay your closest attention to the spheroid as it rebounds from the front wall and as it strikes the floor. You should endeavor to ferret out the particular weaknesses of your opponent and his style and do not fail to play to them whenever occasion offers. Try to secure a lead as early in a game as possible; for many men are poor uphill players. Always serve to your opponent in his weakest court at your very first opportunity.

No. 18.—IN POSITION TO CUT A HALF VOLLEY (BACKHAND).

THE STROKES AND THEIR EXECUTION*

THE FOREHAND STROKE.

(See Figs. 1, 7, 8, 12, 16, 17, 20, 22.)

The strokes used in racquets and squash-racquets are practically the same and are, the forehand, backhand, the volley, the half volley, boasted and drop strokes. Having already gone into details concerning the first two named, a repetition is unnecessary. It may be well to say, however, that you must accustom yourself to playing a ball close to the floor. You will not be apt, under ordinary circumstances, to get many of the high tennis strokes. In regard to the technique of the forehand stroke it is not necessary to invariably follow through. When you have become expert enough you can develop the faculty of stopping the racquet just after it meets the ball and not allow it to continue the swing. However, this change in tactics need not interfere with your carrying the racquet into position—with the top up—for another stroke.

The question as to what kind of steps you will use in play is one which every man must decide for himself. Some players move from place to place with long strides; others there are that use quick, short steps. Whichever mode seems to best permit you to get into position for your strokes is the one for you to adopt.

THE BACKHAND STROKE.

(See Figs. 2, 4, 15, 18, 19, 21.)

In the backhand stroke, as in the forehand, place the weight on your rear foot until you swing forward toward the front wall, when the weight is transposed to the foot placed in front. In this stroke you thrust the right shoulder around toward the left, so that both shoulders will be in a line parallel with the side wall, the right shoulder pointing toward the front wall. The

* Owing to the great similarity between racket and squash strokes—they are practically the same—the illustrations referred to under the head of racquets serve to display the technique of squash as well.

No. 19—READY TO CUT A VOLLEY (BACKHAND).

left shoulder is thrust well back. The swing with the arm bent in the backhand style is somewhat more difficult to acquire than the forehand swing. It is not so easy at first to preserve your balance in the delivery of a strong stroke, but with practice the difficulty will be overcome.

In both backhand and forehand strokes the extreme of speed and force is exerted at the moment just before the racquet hits the ball.

THE HALF VOLLEY.

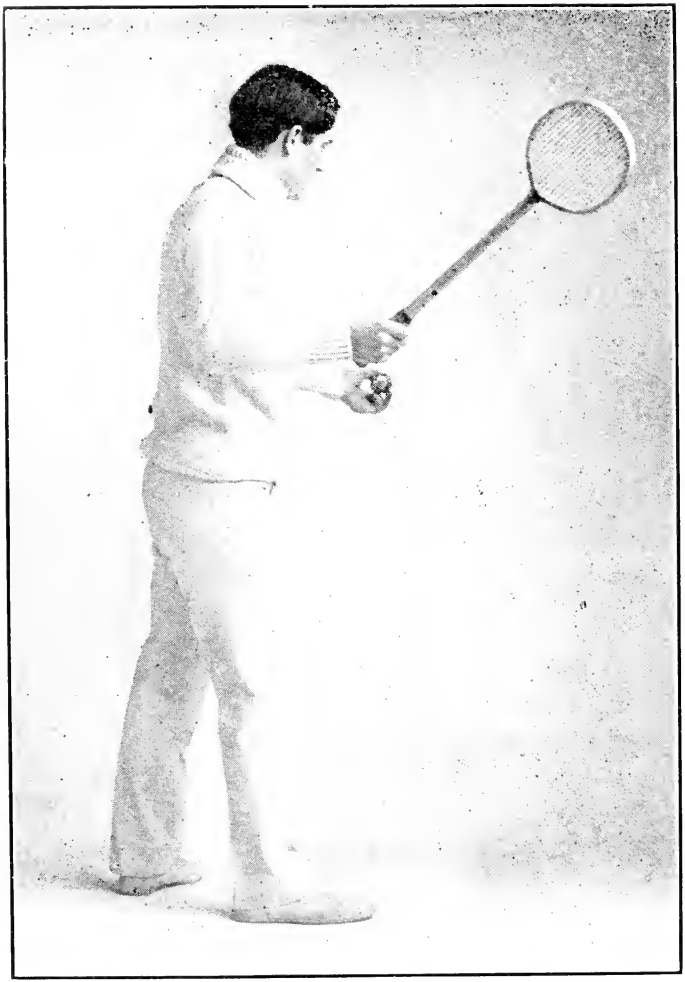
The half volley consists in striking the ball just as it rises from the floor in the first bounce (see Figs. 1 and 15). Accuracy in returning in this manner is difficult. It is a pretty stroke from the gallery viewpoint, and often takes your opponent by surprise. You need not put your whole effort into the stroke. The ball is traveling very swiftly and the added speed gives it a rebound from the racquet that is full of vigor. Do not smash wildly in a half volley. You may strike the floor and demolish your racquet.

THE VOLLEY.

To volley the player returns the ball before it bounces (see Fig. 17). It comes off the front wall with telling velocity and as in the half volley need not be met with considerable force. You must be quick to gauge the direction of the ball and to ascertain its speed and elevation. Swing the racquet along the line of its course. Follow through if you so desire. There are times in volleying that you get a chance at strokes somewhat higher than those ordinarily met with.

BOASTED STROKES.

A boasted stroke (Fig. 16) occurs when the ball goes to the side wall before it hits the front wall, thus altering its course, although at the same time robbing it of some of its speed. The boasted stroke is frequently used in cases of emergency, when you cannot well return the ball in any other way; when a player desires to draw his opponent into some particular spot, or away from some particular part of the court. It adds a variety to play and is deceptive. The boasted stroke presents



No. 20—REAR VIEW OF FOREHAND SERVING POSITION.

a need for the study of angles and caroms, which to the uninitiated are puzzling.

The wall invariably imparts a spin to the ball that alters what would ordinarily be its true course, or natural angle, and sometimes a cut is applied by your opponent which will make your calculations miscarry. Do not rely on boasted strokes. They are not overly pretty in most cases, and if unduly persisted in will ruin your style. The best strokes are those straight down to the front wall, and which cling closely to the side wall. Do not neglect these for the boasted brand.

DROP STROKES.

Drop strokes are those in which the ball is made to little more than reach the front wall. The spheroid consequently drops to the floor with almost no impetus left in it. Your aim is to disguise the drop stroke by putting into it less force than you seem to do. The art to make an apparently strong swing at the ball and yet hit it but gently is one that is cultivated only by practice. It is best learned by using the muscles of but one or two parts of the body that are used in striking. For instance, strike with a stiff arm in which the wrist imparts the force, or withdraw the power of the shoulder and of the swing of the body.

RELATIVE TO CUTTING.

Cuts may be the accompaniments of practically every stroke in the player's category, or they may be given enough individuality to rank as strokes in themselves (see Figs. 18, 19, 22). You can accelerate or retard the progress of a ball in its rebound from the front wall or side walls, or cause it to break sharply to either side of its point of impact. Also, the spin imparted to the spheroid renders difficult its accurate handling. In serving the cuts may be used to considerable advantage. In cutting you slant the face of the racquet as it strikes the ball, or give it a sudden twist or flick. The sharper and snappier the movement the more accentuated will be the cut. Oftentimes, the ball is hit by the wooden rim of the racquet, giving it a wicked twist on the rebound.

No. 20A—FRONT VIEW OF FOREHAND SERVING POSITION.

RACQUET RULES

THE SINGLE GAME.

1. The right to *serve* first shall be determined by the spin of a racquet or coin. The player who wins the spin has the right to serve first.

2. The server, while serving, must stand with at least one foot within the service box while serving, and not touching any of the lines which bound it.

3. The server may begin serving from the right or from the left service box, as he pleases; but, after serving from the right, he must next serve from the left, or *vice versa;* and so on, alternately, as long as he remains hand-in.

4. *The ball served* must first strike the front wall, and must strike it above the cut-line, and must drop within the cross court line and the half court line which bound the court on the side opposite to the box from which the ball was served, and must not touch either of such lines.

5. Hand-out may declare that he was not ready for the service; and, if the marker decide in favor of his claim the service shall count for nothing, and the server shall serve again from the same box; but, if he decide otherwise, the server shall score an ace. If hand-out make any attempt to take the service, he cannot claim that he was not ready.

6. Hand-out may take a fault; but, if he does so, the rally must be played as if the service had been good.

7. *Aces* are scored by hand-in only.

8. *Hand-in wins the scores on ace.*

(a) If hand-in fail to return the ball served or in play to the front wall, above the board, before the ball has touched the floor twice, except in case of a let (see Law 10); or

(b) if hand-out return the ball served or in play so that it goes out of court; or

No. 21—BACKHAND SERVING POSITION

(c) if the ball in play touch hand-out, or anything that he wears or carries, except his racquet in the act of striking.

9. *Hand-in becomes hand-out,*

(a) if he serve the ball so that it touches him before dropping in the proper court, as provided in Law 4; or

(b) if he serve the ball on the board or out of court; or

(c) if the ball served touch any part of the court before striking the front wall; or

(d) if he serve two consecutive faults; or

(e) if he fail to return the ball in play to the front wall, above the board, except in case of a let (see Law 10); or

(f) if he return the ball in play so that it goes out of court; or

(g) if the ball in play touch him, or anything that he wears or carries, except his racquet in the act of striking.

Then, in any of these cases, hand-out becomes hand-in, and serves in his turn.

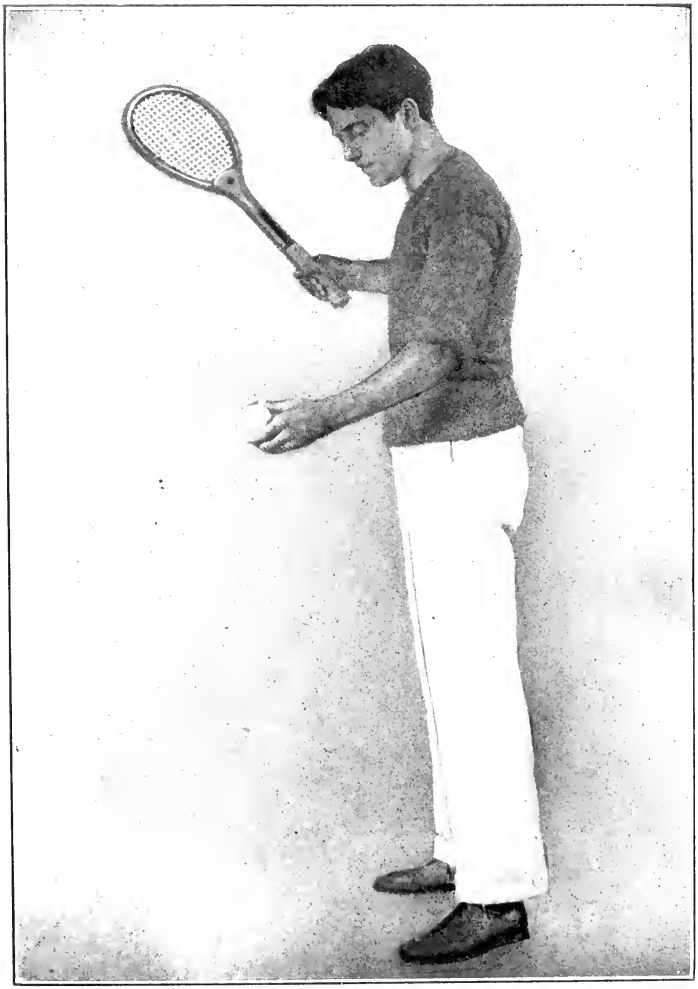
10 It shall be a *let*, and the service or rally shall count for nothing, and the server shall serve again from the same box.

(a) if the ball in play touch the striker's opponent on or above the knee, and if (in the marker's opinion) it be thereby prevented from reaching the front wall, above the board; or

(b) if either player (in the marker's opinion) undesignedly prevent his opponent from returning the ball served or in play.

11. The ball served or in play may be returned by the striker's opponent at the volley, or after it has touched the floor once, but not after it has touched the floor a second time.

12. *Each player must get out of his opponent's way as much as possible.* If either player claim that his opponent prevented him from returning the ball served or in play, the marker shall decide whether it shall be a let or not (subject to provisions of Law 14).



No. 22—READY FOR A CUT SERVE (FOREHAND).
The racquet is slanted for cutting purposes.

13. The game is 15 up; that is, the player who first scores 15 aces wins the game, provided that,

(a) at the score of 13-all, hand-out may "set" the game to 5, or to 3; and

(b) at the score of 14-all, hand-out may "set" the game to 3; that is, in the first case.

(1) the player who first scores 5 (or 3) aces, according as the game was "set," wins the game; and, in the second case,

(2) the player who first scores 3 aces wins the game.

Note.—In either case, the claim to "set" the game must be made by hand-out before the next service shall have been delivered.

14. *In all cases the marker's decision shall be final;* but, if he doubt which way to decide, he shall direct that the ace be played over again. In matches, when there are *umpires and a referee* appointed, the marker's decision shall be final on all questions relating to the service; but (when in doubt) he shall refer all other questions to them from any decision of the marker, except as to any service; and they shall decide each case by a majority of votes. All appeals must be made before another service shall have been delivered.

THE DOUBLE OR FOUR-HANDED GAME.

1. The laws of the single game apply to the double, or four-handed game, except as set forth in the following rules:

2. Only one of the side which has won the spin shall serve at the first time of being hand-in, in any game; at all subsequent times, the players on each side shall serve in the same order in which they began serving.

3. One player on the hand-out side may stand where he pleases, to receive the service; but his partner and the server's partner must stand behind the server until the service has been delivered.

4. If the ball served touch the server's partner before touching the floor twice, whether it was, or would have been, a fault

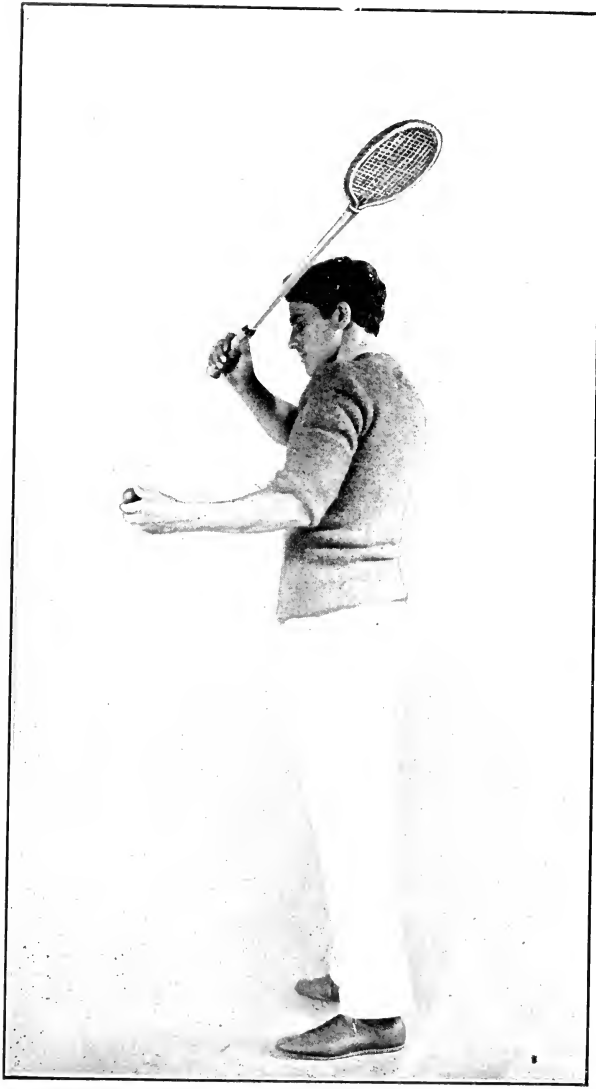
No. 23—FRONT VIEW OF A BACKHAND CUT SERVE.
The racquet's face is slanted for cutting purposes.

or not, the server shall lose his right of service, and the next hand-in shall serve.

5. The players on the hand-out side may choose the order in which they shall receive the service, and they shall adhere to that order, and shall only change it once in any game, or at the end of any game, of a rubber.

6. If the ball in play touch the striker's partner, it shall count against them; that is, if the striker was hand-out, the other side shall score an ace; if he was hand-in, his side shall lose one hand in:

Except in case the ball touch the striker's partner after it has been hit at and missed by one of their opponents, when it shall count against such opponents; that is, if they were hand-out, the other side shall score an ace; if they were hand-in, they shall lose one hand-in.



No. 24—A BACKHAND CUT SERVE (REAR VIEW).
The racquet's face is slanted for cutting purposes.

SQUASH

Squash is a recent product of the fertile brains of English court game votaries, and while veteran racquet players consider it vastly inferior to racquets, the similarity of the two games is such that an accomplished player of squash can acquit himself fairly creditably in racquets, and *vice versa*. Of course the implements used in these games show marked differences, and while the execution of practically all the strokes is largely the same, the variations in the racquets and balls and the smaller court used in squash, contribute to the chief points of divergence in the rival pastimes. As George Standing, the well-known professional, once remarked to the writer: "Racquets is much more severe a game than squash, and while both require staying power, squash will be found to place a player under less strain than will racquets." And, aside from the points before noted, herein probably lies the greatest difference in the sports.

In squash the player observes the important racquet rule providing that he must face the side wall and not the front wall while in play; also he must play the ball from a low degree of pitch. It is very necessary that the squash player develop correct form. Form is of vital importance, just as in racquets, golf, etc., and the man that is content to continue his progress in the game without trimming the rough edges will shortly find himself sinking into hopeless mediocrity.

THE COURT.

A squash court (see diagram No. 3) is 31 feet 6 inches long, when it conforms to regulations, but as in racquets, the courts are found to vary in size in different localities. The playing space is enclosed by four walls. The front wall should have a playing face 16 feet high. The service line, above which the ball must strike on the serve, is 6 feet from the floor, with the play line—or top of the telltale—rising 2 feet from the floor. After the

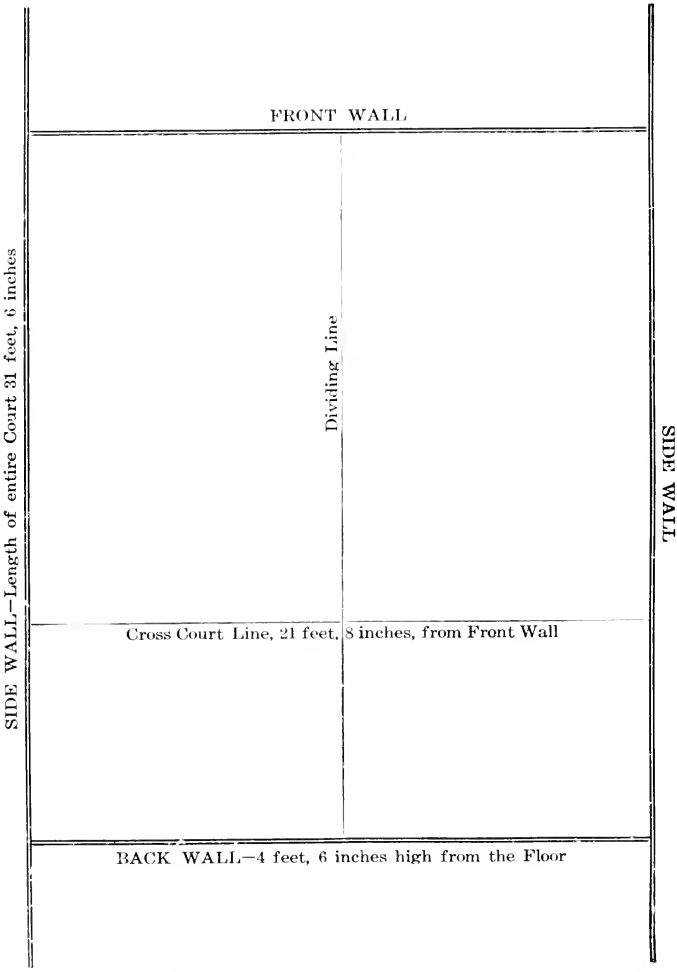

FRONT WALL
Dividing Line
SIDE WALL—Length of entire Court 31 feet, 6 inches
SIDE WALL
Cross Court Line, 21 feet, 8 inches, from Front Wall
BACK WALL—4 feet, 6 inches high from the Floor

DIAGRAM No. 3—FLOOR PLAN OF SQUASH COURT

serve the ball must strike above the telltale, which it of wood, and as most courts have a cement front wall the sound of the ball striking the telltale is plainly distinguishable. In some courts ventilators are placed between the play line, or top of the telltale, and the floor. In such cases the telltale has a facing of wire netting. The breadth of the court, the front and back walls, is 16 feet 3 inches. A cross court line is placed 21 feet 8 inches from the front wall and the section between this line and the back wall is cut in half by a line midway between the two side walls. The side walls are 12 feet high. The back wall playing face should be 4½ feet high, with the gallery for officials and spectators above it. A netting protects the gallery. (For side, back and front walls see diagrams No. 4, 5 and 6).

DIAGRAM No. 4—ONE OF THE SIDE WALLS OF A SQUASH COURT.

The server projects the ball from either the right or left side of the court, as he chooses, and after hitting the front wall "up" or above the service line it must rebound into the rear court opposite that in which the server stood, the rule providing that

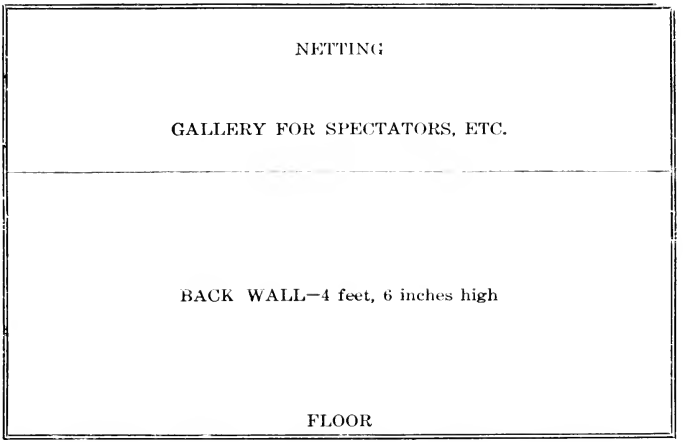


DIAGRAM No. 5—THE BACK WALL—16 feet, 3 inches, across

16 feet, 3 inches, across

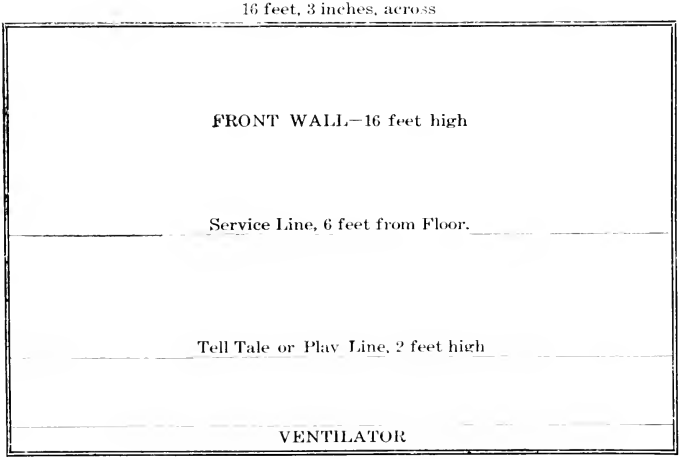


DIAGRAM No. 6—THE FRONT WALL

SQUASH COURT WALLS

the man putting the ball in play must stand with one foot in either of the two half courts back of the cross court line. After the initial serve, the server alternates from one court to the other. Should the ball strike either of the side walls, the floor or ceiling in its course to the front wall on the serve, the server or hand-in loses and becomes hand-out, his opponent then, of course, taking the serve. Only the hand-in scores. Several sets of rules have been framed for squash, and they vary in some details. Certain rules provide that a ball striking a side wall in serving counts merely as a fault, and allow two faults to the server before he forfeits the ball. Others permit a rally to continue should the service return the first ball which the server sends out of bounds.

A point or an ace is scored by the hand-in when his opponent returns a ball to a point below the play line—thus striking the telltale; when his opponent intentionally interferes with the ball—in interference—the marker deciding whether or not a "let" should be allowed; when the server hits the ball on the second bounce; after the ball is sent out of court by the servee, or strikes the roof either before or after hitting the front wall, or goes into the gallery; when the spheroid comes in contact with the servee below the knee.

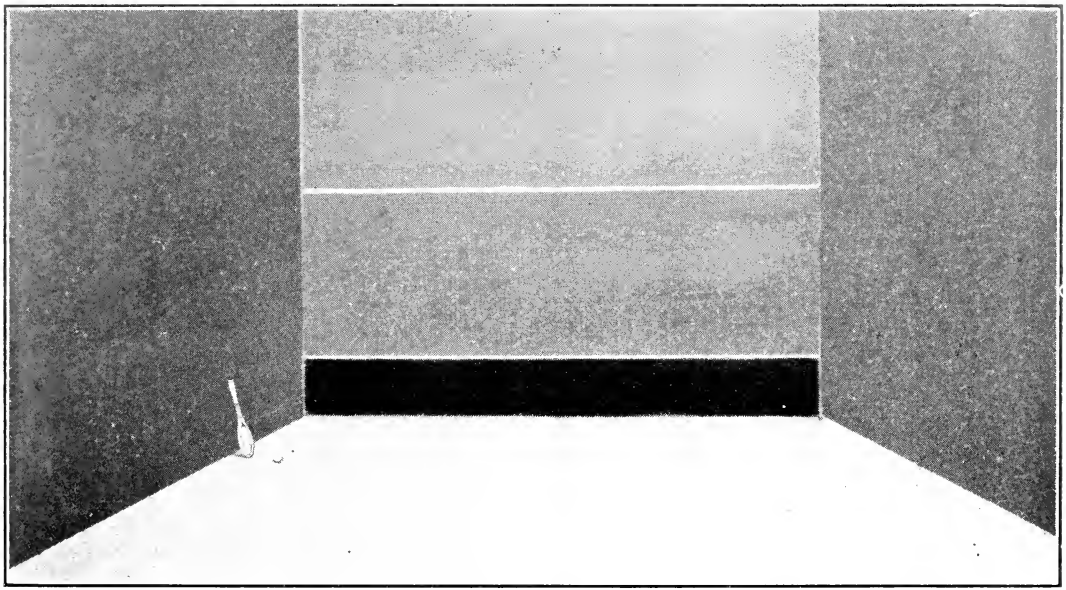
A game is ended at 15 up when one of the players has scored 15 aces or points. The racquet custom of "setting" holds good in squash. When the game is at 13 all, the hand-out may set the game to either 3 or 5. At 14 all, the out-player can set the game to 3.

THE STROKES.*

Regarding the technique of squash strokes and the most effective mode of carrying one's self in contests, the beginner will find comprehensive instruction and hints in the preceding chapters dealing with racquets. What is true of racquet strokes is equally applicable to squash. Therefore, if you desire to gather information concerning squash strokes you have at your immediate command what the writer believes is ample information to serve to induct you or any person into the mysteries of the pastime.

Squash presents to us the backhand and forehand maneuvers which we discussed under the head of racquets, the volleys, half

* For detailed descriptions of the various strokes see pages 45, 47 and 49.

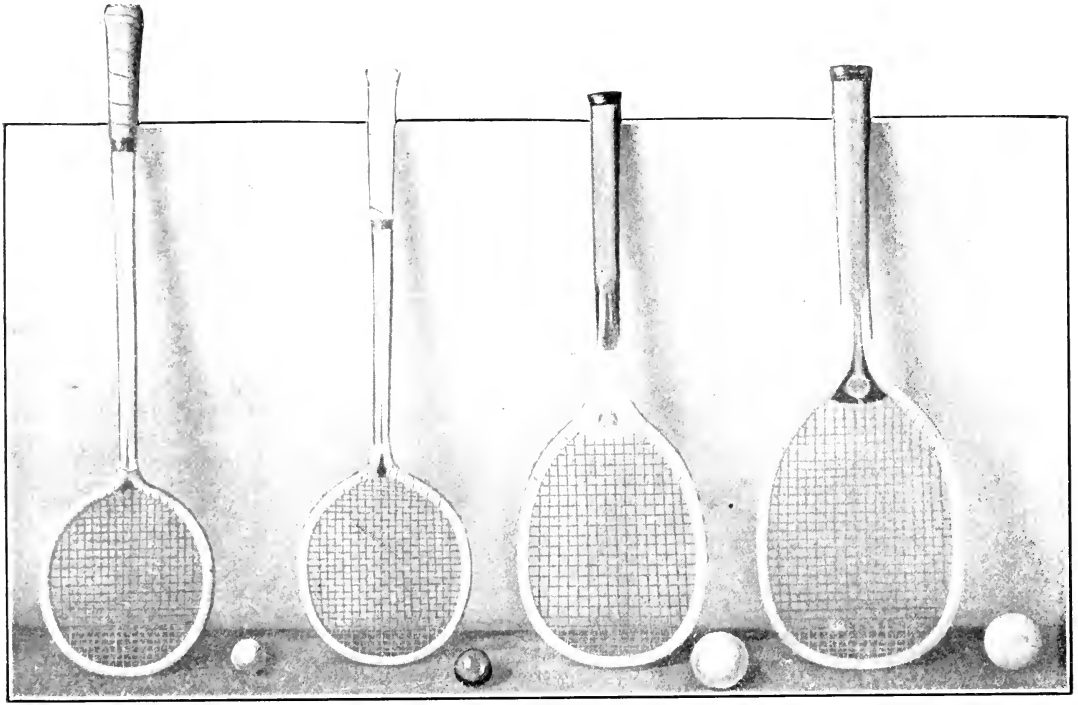


SQUASH COURT IN THE CLUB HOUSE OF THE CHICAGO ATHLETIC ASSOCIATION.

volleys, boasted strokes and cuts. Experts consider squash a most valuable preparatory game for future devotees of racquets and court tennis, and surely it will give a man a quickness of perception, strength of wind and muscle, agility of body and a knowledge of racquet manipulating in general that will never cease to benefit him in his future participation in the more advanced diversions. A hollow, india-rubber ball is used in squash, and like the average tennis ball, is also larger than that made use of in racquets. The squash racquet is very similar to that of the lawn tennis persuasion, while the racquet implement has a frame or hoop quite round and with a mesh of more closely woven gut.

Eternal watchfulness is the price of success in squash. The court is not overly large, and resultantly a heavy hit ball will rebound with such energy that you must anticipate its direction to some extent and gauge its velocity. The beginner invariably makes the mistake of taking his position too close to the side walls or back wall, thus compelled to run out into the proper position for a stroke, at the last moment. Through this unpreparedness due to ignorance of the game and inexperience, he loses the poise and finish which is essential to effective play and good form.

Follow your strokes through, and swing your racquet along the line of the ball's progress for some little distance before you strike the spheroid, in addition to carrying the implement in the ball's wake in the follow through. Imitate the golfer as he drives off the tee, for instance. The golfer, however, has plenty of time for his stroke. He can light a cigar, exchange a few remarks about the weather, ascertain the time o' day, hand a few emphatic ejaculations to a dilatory caddie, say sweet things to the ladies and then begin to address the ball. After a dozen or so preliminary moves, during which he has probably dislodged the ball from the tee, he stops to see if the fingers of his right hand are overlapping the thumb of his left in the prescribed fashion. Making sure, he again threatens the ball with a few twitches of the club, raises it to his shoulder, and with possibly a momentary pause, swings downward through, and up, completing the stroke. The lesson for the squash player in the



Racquet Racquet (or bat) Fives Bat Squash Racquet Lawn Tennis Racquet

VARIOUS KINDS OF RACQUETS.

golfer's stroke is not in its deliberation, but rather in the way the face of his club approaches, strikes, and leaves the ball. The driver's face swings down to the line of the ball, in its recumbent position, a foot, say, before it comes in contact with it. The face strikes the ball squarely—in a well executed stroke—and follows it through until the club can be swung off its line without altering the ball's course. You, who are playing squash must execute this maneuver in the twinkling of an eye must be able to do it without the slightest premeditation. Also, instead of swinging your racquet into the line of the ball's approach when but a foot from the spheroid, come into it two or three feet before the impact.

Cultivate variety in your style of play. You will thus keep your opponent in an uncertain frame of mind. Mix the strong and weak strokes, according to your adversary's position. Let side walls, and back wall do their share of the work, and at times you will find a well placed cut stroke, just the feature needed to win the rally. Learn that "poetry of motion" may be expressed by the squash stroke. In other words, when correctly performed, a stroke is graceful in the extreme. How different parts of the body and their muscles work together in completing a stroke, was fully explained in the section of this book referring to racquets, and in squash, too, the wrist, forearm, upperarm, shoulder and trunk should contribute their energy in a pleasing, but none the less able, manner.

In holding your racquet in squash use the racquet grip. Do not allow it to wabble in your hand when it is struck by a swift ball. Make your grip firm, secure, but do not pinch the handle so tightly as to cramp yourself. Too tight a grasp promotes clumsiness. Find the happy medium in grip as well as in the weight of the racquet. In serving observe the racquet directions. Develop the backhand serve, as well as the forehand. If you find yourself particularly strong in one don't neglect the other, but rather practice to improve your weak side.

It is to be remembered in squash, as well as racquets, that the head of the racquet must be held up every moment possible. The waiting position is the same in both games, as also are the methods of changing from the waiting position into that of readi-

A FAULTY SERVING POSE IN EITHER RACQUETS OR SQUASH.
The racquet (or bat) is held too high, too close to body and too straight.

ness for any of the various strokes. Keep your eye on the ball during the execution of a stroke, and do not lose sight of your opponent at other times, remaining as far as possible on the balls of your feet.

In speaking further of position, the writer suggests that while the player of squash should invariably seek to get into the proper attitude for handling a return, and close to the place where he judges the ball will come a volley, half volley, or bounce from the floor, there are times when he will be taken unawares, and be forced to make a return without wheeling into the correct pose—facing the sidewall, arm and racquet up, eyes on the ball, etc. He will have to take the ball while facing the front wall, and in a case of this sort the best thing to do is to quickly swing the body toward the side on which the ball is approaching, and with a sudden twist of the arm or flick of the wrist, get it back to the wall as effectively as circumstances permit.

The squash costume may be identical with that described for racqueters, although naturally every player has his own ideas concerning his playing clothes.

Outside the court you can do much toward developing your mind and the muscles constantly used in the game. Inside the court, practice of a nature that will perfect your style, increase accuracy, etc., is available. A squash player can obtain much more practice in a given time than can a racquet player and another advantage the former has is that he can play and practice by artificial light with good results, a privilege racquets denies to its followers.

In competition you should always play your best game, whether your adversary be weak or strong. If he is weak, give him a handicap that will cause you to put forth your best efforts to win. When you play carelessly to favor a less experienced man, you deteriorate your own game and its effect will be noticeable later. Do not become nervous, do not lose your temper, do not dispute the marker's decisions, during match play, or at any other time. Do not carry your left shoulder too far forward in backhand strokes, nor have it too far to the left in forehand strokes. Do not stand on your heels, and avoid cramping your arms in any stroke.

SQUASH DOUBLES.

Squash doubles enable four men to play and afford much enjoyment. In play the hand-out, his partner, and server's partner must remain between the server and the back wall until the ball is put into play. A player must not return a ball which has been served to his partner, as the serve and the returner of the serve, alternates. One of the requirements of play in doubles is that all four participants keep out of each other's way. With four men in the small space, it is difficult to avoid hindering your fellow players at times, when they speed after a ball. However, exercise every precaution. As was stated in referring to racquet doubles, give your partner a chance to keep his blood in circulation. Even if he is a poorer player than you are, do not endeavor to make all the returns yourself. Insist on this consideration for yourself when playing as the partner of a man of superior ability. Do not, however, make the mistake of claiming equal rights with him, but allow him, without interruption, to assume the most important role.

THE FOREHAND SERVE.

In learning to serve, the beginner should proceed diliberately and advisedly. Be content with slow advancement in this branch or racquets and squash-racquets. Also do not begin at first blush to learn the cut service.

In serving, throw the ball well up and away, the while holding the racquet with head up. (For serving position—forehand—see Figs. 20a and 20b). Follow through with the stroke in order to complete the swing. Should the ball fail to strike the front wall at the spot at which you aimed, alter the position of your feet as soon as circumstances require. It is very necessary for you to become accurate in serving. Incessant practice is the only means by which you can attain it. The ability to place the ball is of the utmost value to the server. Preserve your balance, no matter how violent the stroke. Relative to the pitch of the ball, the weight of your original throw, the elevation of the racket and the point of altitude at which you strike the ball has almost entirely to do with it. Step back into position for a return after a curve and carry your racquet into the proper position, with head up.

THE BACKHAND SERVE.

The backhand serve (see Fig. 21) can be made deceptive, as your body may be placed between the ball and your opponent. The server can also vary the placing of the ball in a manner not plainly noticeable, by throwing the ball further toward either the right or the left than has been the case in previous serves. The backhand serve is easy for most players and great force can be put into it. The serve also makes possible a heavy cut. However, as was stated concerning the forehand serve, do not pay too much attention to cuts, until you have developed powerful serve, also accuracy and variety.

THE CUT SERVICE.

The cut service (see Fig. 22) in racquets may be compared to the twist service in lawn tennis, developed by Ward and Davis. A cut of course alters the direction a ball takes, after it strikes the front wall, and practice is the only means of gauging accurately the effect of the twist you give the spheroid. (For additional illustrations of cut serves, etc., see Figs. 23-24).

PLAYING OFF THE BACK WALL.

Back wall play frequently gives opportunities for highly interesting maneuvers. The drop stroke is often in evidence in this phase of play, and you must be constantly on the alert for the balls that fall from the back wall almost lifeless.

On a severe service by your opponent, when you do not choose, or find yourself able, to handle the ball on the volley, you can let it continue its course to the back wall and pick it up off the wall, sending it directly to the front wall, or first causing it to hit one of the side walls.

First and always remember to gauge as accurately as possible the spot where the ball will strike on its second bounce. Face the back wall while waiting and get into position as quickly as possible when the ball approaches.

In returning a ball from the backwall, send it as close to either side wall as possible. You must practice swinging your racquet along the side wall and very near to it, almost touching.

THE RULES OF SQUASH

1. The game to be 15 up. At 13 all, the player may set it to 3 or 5 and at 14 all, to 3.

2. The going in first, whether odds be given or not, to be decided by spin, but one hand only is then to be taken.

3. The ball to be served alternately right and left, beginning whichever side the server pleases.

4. In serving, the server must have one foot in the space marked off for that purpose. The out player to whom he serves may stand where he pleases, but his partner in doubles and the server's partner must both stand behind the server until the ball is served.

5. The ball must be served above, and not touching the service line on the front wall, and it must strike the floor before it bounds, within and not touching the lines enclosing the court on the side opposite to that in which the server stands.

6. A ball served below the line or to the wrong side is a fault, but it may be taken, and then the ace must be played out and counts.

7. In serving, if the ball strike anywhere before it reaches the front wall; or if it touch the roof or the gallery, it is a hand-out.

8. In serving, if a ball touch the server or his partner before it has bounded twice it is a hand-out, whether it was properly served or not.

9. Two consecutive faults put a hand-out.

10. It is a fault—

(a) If the server is not in his proper place.

(b) If the ball is not served over the service line.

(c) If it does not fall in the proper court.

The out player may take a fault if he pleases, but if he fails in putting the ball up, it counts against him.

11. In doubles, an out player may not take a ball served to his partner.

12. The out players may change their courts once only in each game.

13. If a player designedly stops a ball before the second bound, it counts against him.

14. If a ball hit the striker's adversary above or on the knee, it is a let; if below the knee, or if it hits the striker's partner in doubles, or himself, it counts against the striker.

15. Till a ball has been touched, or has bounded twice, the player or his partner may strike at it as often as they please.

16. Every player should get out of the way as much as possible. If he cannot, the marker is to decide if it is a let or not.

17. After the service, a ball going out of the court, or hitting the roof or the gallery, in returning from the front wall, or if it hit the roof before reaching the front wall, counts against the striker.

18. The marker's decision is final; but if he has any doubts he should ask advice, and if he cannot decide positively, the ace is to be played over again.

SQUASH RULES OF E. H. MILES

NOTE.—Different styles of play and players can be suited by some one of the varieties of the game described in the following rules of the game of squash. They have been abbreviated from the laws given in Mr. Eustace H. Miles' "The Game of Squash," published by Messrs. Appleton & Co., New York.

RULES FOR THE SINGLE GAME OF SQUASH IN A FOUR-WALLED OR THREE-WALLED COURT.

There are several sets of rules of squash. The following rules are common to all the sets:

1. The game is played with a ball, usually of india-rubber, and a racquet, usually strung with gut. Hand-fives may be played with a hand-ball, and the naked or gloved hands.

2. The spin of the racquet, or of a coin, gives the winner the choice of serving or not serving.

3. The serving player (A) must hit the ball direct onto the front wall, above the service line. If he fails to do so, *i. e.*, if he hits the ball onto the side wall first, or below the service line, one fault is scored. Two faults in succession count as if A had lost the rally.

N. B.—(i) Some rules count one single fault in this way. (ii) Some rules allow B to return the first serve if he takes. If he tries to do so, then no fault is scored.

4. The second player (B) must return the ball onto the front wall, above the tell-tale, before the ball has bounced twice.

5. The players then continue to return the ball alternately. Whichever player first fails to hit the ball above the tell-tale before the ball has bounced twice, or whichever player hits the ball onto himself before it has bounced twice, loses the rally.

6. A rally shall also be lost by the player who hits the ball out of court, *i. e.*, above the upper boundary line of the front wall or of either side wall or of the back wall.

B.—(a) If there is a low back wall, a ball that hits above it after bouncing once is scored as a "let" (see below), according to some rules. If there is no back wall, then a ball which goes beyond the back line is "out of court," as in lawn tennis.

(b) A ball hit onto a line counts as "not up," or as "out," *i. e.*, it counts against the striker.

LETS.

7. If one player (A or B) hits onto the other player (B or A) a ball which would otherwise have gone "up," *i. e.*, above the tell-tale and not out of court, then the rally shall be played over again.

8. If one player (say A) obstructs the other player, then this other player (B) may claim a "let," *i. e.*, may claim to play the rally over again, provided that he (B) has not tried to take the ball. If he has tried it, then, except in very extreme cases, B may not claim a "let."

N. B.—Much is left to the honor of the players; they are not expected to obstruct on purpose, or to claim "lets" too freely.

We now come to the variations in the rules. They depend partly on the serving and partly on the way of counting the winning of a rally.

I. FIRST OR RACQUETS SCORING.

The game is won by whoever first scores 15 aces.

SETTING.—At 13-all, the loser of the previous point may choose whether he will play the game straight on (*e. g.*, 14-13), or whether he will "set 3" or "set 5." The two latter mean that a new little game will be started to decide the large game, the new little game being for 3 aces or for 5 aces.

After fourteen-all, the loser of the previous point may choose whether he will play the game straight on, or whether he will "set 3." He is not allowed to "set 5."

The match is generally for the best 3 out of 5 games, unless arranged otherwise.

Handicaps usually consist of aces, given to the weaker player, who has a start, *e. g.*, of 7 aces, beginning the game at "7-0," or "7-love," instead of "0-0," or "love-all."

Service—A begins serving from whichever side of the court he prefers. Each player may choose his side for his first service.

A must have at least one foot behind the cross-court line; the other foot may be on the line or behind the line.

A serves direct onto the front wall and above the service line, and hence into the opposite side of the court (*a* or *c*). His next service, if he serves again before he is "put out," will be from *a c* into *b* or *d*.

(i) In racquets the service must pitch (first bounce) into *c* or *d*, the back sections.

(ii) In squash the service may often pitch (first bounce) into *a* or *b*, the front sections.

Players must arrange beforehand as to which method they will adopt, as the difference between (i) and (ii) is considerable.

After A has scored, B tries to return the ball, before it has bounced twice, above the tell-tale, but not onto or above the boundary-lines; then A tries to return it and so on, till either A or B loses the rally (see above).

If A, the server, wins the rally, then he scores one ace ("1-0," or "1-love"). If B, the non-server, wins the rally, then he goes in to serve; and if B, the server, wins the next rally, then he scores one ace; and so on, till one player reaches 15 aces.

II. SECOND SCORING, OR RACQUETS' SCORING REVERSED.

The rules here are exactly the same, up to where A has served, and the first rally is won and lost.

If A wins it, then A, *the server, does not score an ace—a server can never score an ace*—but B now serves.

If A wins again, then A scores an ace ("1-0," or "1-love"). B goes on serving until he wins a rally; when A serves, and B has a chance of scoring an ace.

III. THIRD SCORING, OR THE EQUAL SERVICES GAME.

This scoring was invented by Mr. Eustace H. Miles.

In this way of scoring, every rally which is won counts as an ace to the winner.

A serves two services, one from each side of the court, according to either set of rules (see I [i] or [ii]).

Then B serves two services, similarly; and so on, the players serving alternately until one of them has scored 15 aces.

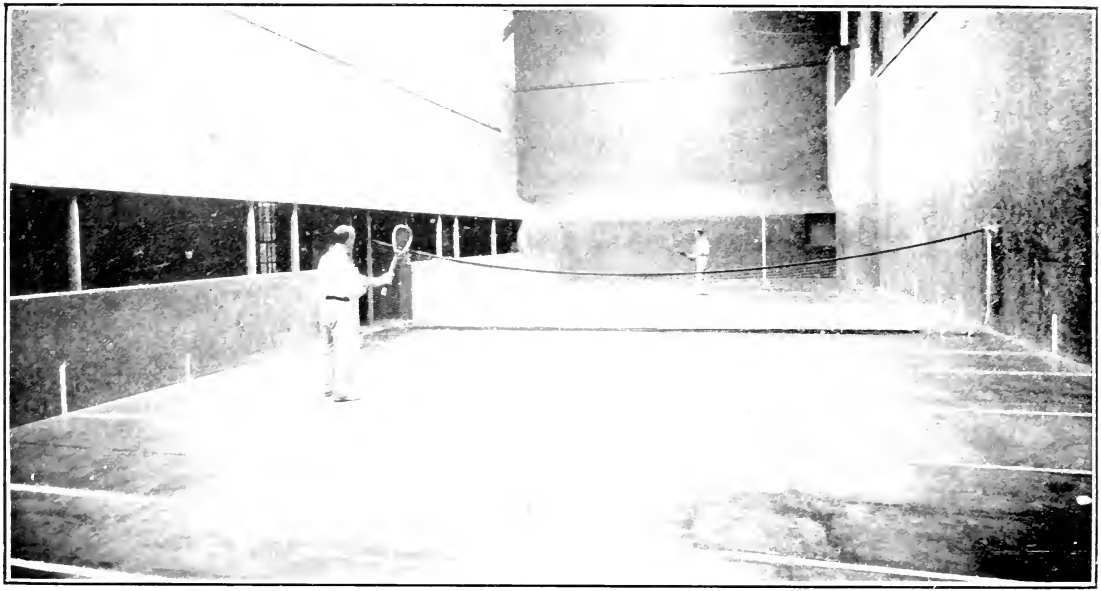
N. B.—The first server, if Rule I (i) is chosen, *i. e.*, if the service is to pitch (first bounce) into one of the back sections of the court, should only be allowed one service.

IV. FOURTH OR LAWN TENNIS SCORING.

A serves for one game, scoring as in lawn tennis, except that it is better to have "vantage-all" and then a single point to decide the game, than to have "deuce," "vantage," "deuce," "vantage," indefinitely.

B serves for the next game; and so on, until either A or B has scored the set of 6 games.

If "5 games all" is reached, it may be better to play "deuce and vantage games, but to have "vantage-all" if the players score 6 games all, and then to let a single game decide the set.

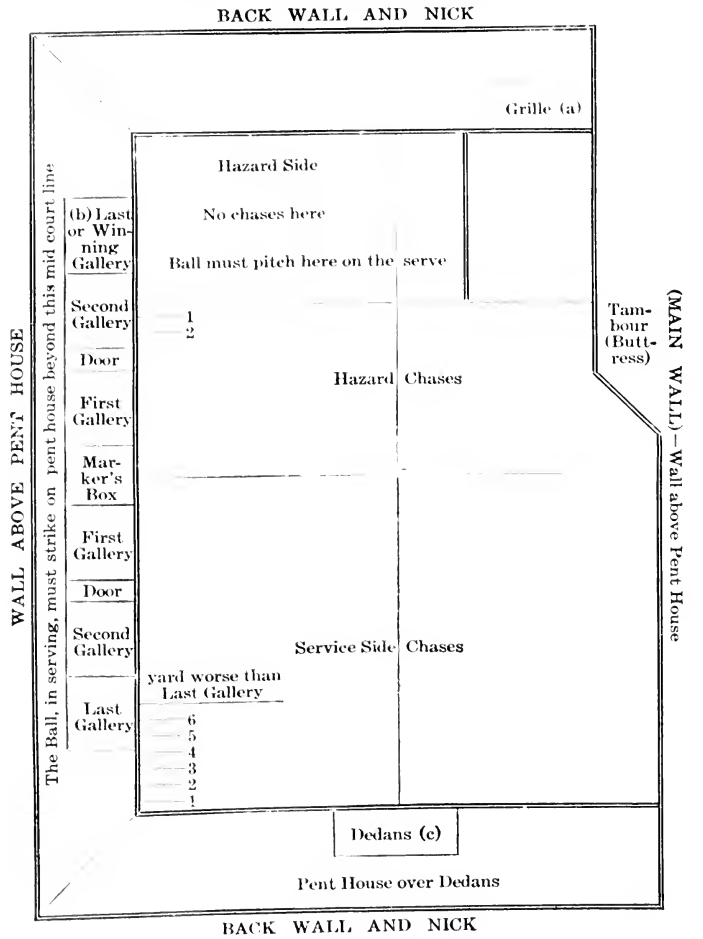


A GAME OF COURT TENNIS IN PROGRESS.

HINTS ON BUILDING RACQUET AND SQUASH COURTS

American courts, as a rule, are less expensive than those in England. The squash court, by reason of its smaller size, is the less costly. A court tennis court is the most expensive of all. The best courts are made of stone slabs closely joined, or concrete. The latter are very serviceable and are most numerous. Wood has been used in some instances and found satisfactory where a slow court will meet the demands of the players and its cost is much less than that of a cement or stone court. Courts should be built with plain walls, and should have a surface that is neither too smooth or too rough. On the roughness or smoothness of the walls depends the degree of break that a ball will have when a cut is applied. It is preferable to put a roof over the court as the weather will deteriorate the material. However, a movable roof might be constructed, if thought desirable. Particular care should be taken in the laying of the foundations. The floor should be uniformly level and cracks in walls and floor should be carefully filled. The diagrams of both racquet and squash courts elsewhere in this book give the proper dimensions for the courts, and from these, any contractor can give estimates when the specifications are given him. Of course space should be allowed for baths, dressing rooms and galleries. To those desiring to erect a court at a reasonable cost, it might be well to suggest that they build one with sidewalls and floor of wood and the front and back walls of cement. Such a court would fill several requirements. The concrete court, however, is the most practicable for ordinary purposes, and its cost will not be found to be prohibitive. Wood is better adapted to squash than to racquet courts. As the racquet ball is harder than that used in squash, the surface it strikes should be more compact than in the latter game. The more pronounced severity of racquets also calls for the hardest walls obtainable.

A good squash court could be built for little more than $2,000. A racquet court would cost not less than $3,000.



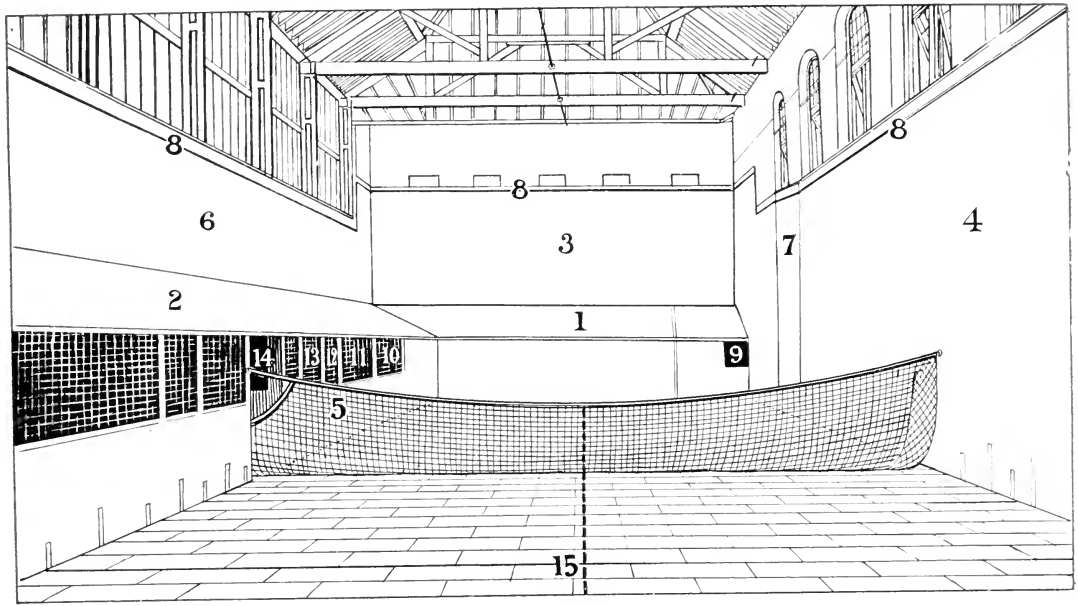
a (Grille), b (Winning Gallery), and c (Dedans) are the Winning Openings.

DIAGRAM No. 7—TENNIS COURT, SHOWING GALLERIES, CHASES, ETC.

COURT TENNIS

After a man has solved the interesting mysteries of squash and racquets, he is then qualified to take up the study of the greatest of all indoor court games—court tennis. In the opening chapter of this book the ancient origin and royal sway of court tennis was described, and therefore what remains to be said in connection with the game, has to do with the manner in which it is played, the terms peculiar to it, the mode of scoring, rules, implements, etc.

In its infancy as an outdoor game, court tennis gradually became an indoor recreation, and as such has gradually attained its highest development. Its intricacies and technicalities are such that explanations of all its details cannot be given in the limited space in this book, so the writer confines himself to making the game's features as clear as possible in comparatively few words. The court is enclosed by four walls. Midway between the two end walls a net is stretched across, each end of the net being raised higher than the middle. The section on one side of the net is termed the service side, the other the hazard side. The ball is always served from the service side. The writer will now assume that the reader is a spectator at a game of court tennis, and give further explanations accordingly. Spectators have places reserved at their disposal, from which an unbroken view of most of the play may be had. One of these is the dedans, pronounced "deadon"—a French word meaning "within." The dedans is an opening in the wall at the service end, covered with netting. Glancing into the court you will see on your right, the main wall. The main wall is a plain surface with the exception of a buttress, projecting from the hazard side—the side of the net furthest from you—while the remaining three walls are broken by what are known as penthouses, and from the roofs of which the ball rebounds at varying angles during certain phases of play. The roofs slant downward from points



1—End pent-house; 2—Side pent-house; 3—End wall; 4—Main wall; 5—Battery; 6—Side wall; 7—Tambour; 8—Play line; 9—Grille; 10—Last gallery; 11—Second gallery; 12—Door; 13—First gallery; 14—Line opening; 15—Half-court line.

INTERIOR OF A COURT TENNIS COURT (SEEN FROM THE SERVICE SIDE).

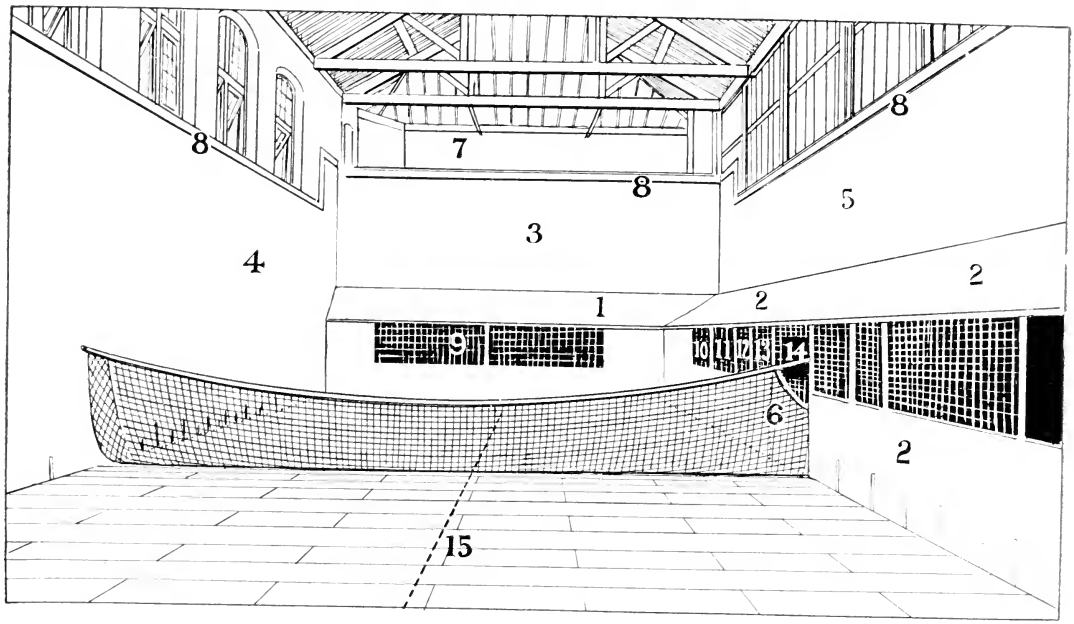
about midway between the floor and the top of the walls. The buttress on the main wall is known as the tambour. Beyond the tambour, in the end wall of the hazard court, under the penthouse roof, is a little screen-covered cupboard called the grille. Along the left-hand side wall, below the penthouse roof, is a row of small openings termed galleries. The one at the end furthest from you is what is known as the winning gallery, or frequently called the last gallery. The last gallery, the grille, and the dedans, are in tennis phraseology, the "winning openings," for when the ball is sent into either of them, the strike is counted as won by the striker.

THE COURT.

Down the middle of the court's floor, from end to end, is a line, known as the half court line, and the spectator will notice many other markings on the floor and walls, all of which have their practical uses, perplexing though they may be, to the novice. The section enclosed by the main wall, the half court line, the net, the end wall of the service side, is called the forehand court; the remaining half on this side is named the backhand court. The box where the marker is stationed—he is the judge of play—is on the left-hand side of the court at the point where the net intersects the side wall penthouse. (For details of a court-tennis court, etc., see diagram No. 7.

The racquets used in court tennis are heavy and strong, with long handles, large face, and a bulging side. The balls have insides of cloth, and are heavier than those used in lawn tennis, although of about the same size and color.

After the server has been determined by the spin of a racquet or coin, he has the privilege of serving the ball from any point within the service court. The ball, to be fairly served, must go directly onto the roof of the left penthouse or to the wall above it (certain authorities there are who claim that it must strike the penthouse roof so as to rise in the air), and the ball must then rebound into the hazard side of the court in the court bounded by the pass line (see diagram), and the winning gallery line (see diagram). Unless this is done, a pass or a foul results. When



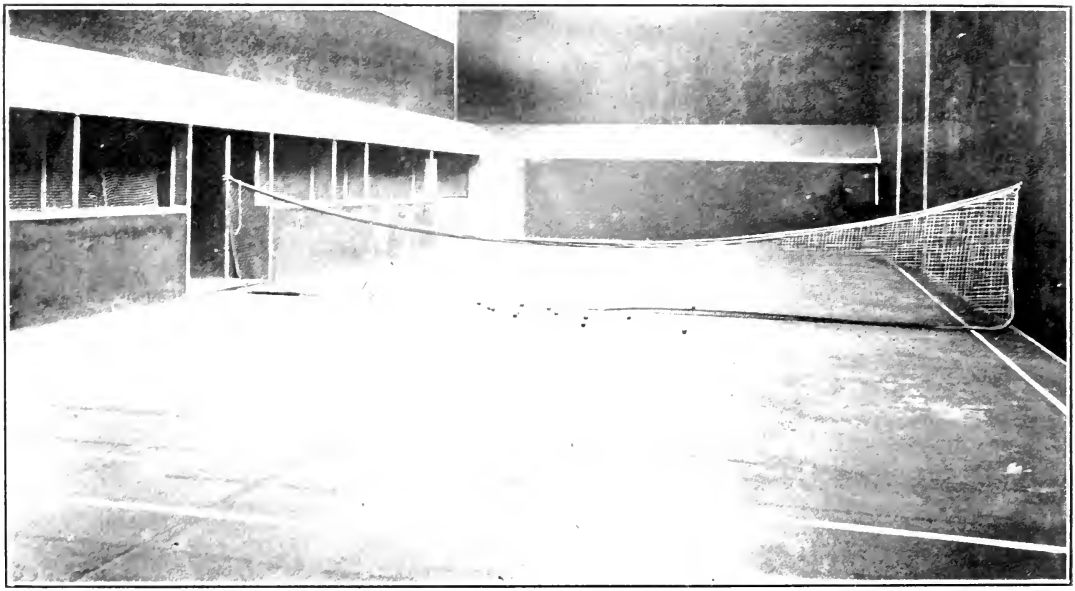
1—End pent-house; 2—Side pent-house; 3—End wall; 4—Main wall; 5—Side wall; 6—Battery; 7—Gallery for spectators; 8—Play line; 9—Dedans; 10—Last gallery; 11—Second gallery; 12—Door; 13—First gallery; 14—Line opening; 15—Half-court line.

INTERIOR OF A COURT TENNIS COURT (SEEN FROM THE HAZARD SIDE).

a service goes to the grille side of the pass line, it is called a "pass." A service may be volleyed by the striker-out (the server's opponent) unless a "pass" has occurred; unless the ball has touched the penthouse on the grille side of the pass line, or unless there is a risk of harming the server. A foul occurs when the service does not hit the penthouse roof on the hazard side, and when the ball does not strike the floor within the prescribed limits. By a careful study of the "Rules of Court Tennis," which follow this chapter, the reader will obtain as accurate an idea of these features of the game as is obtainable without actual playing. However, to facilitate in the understanding of certain expressions used in the regulations, the writer will explain chases, bisques and nicks, terms which have not yet had mention.

CHASES.

Chases are a source of never-ceasing terror to the beginner. Under certain conditions a ball in court tennis may be allowed to bound twice, and yet not lose the stroke for the defender of the court in which the spheroid bounced. When a chase takes place, the players change courts, the striker-out becoming the server and the winner of this next point receives the credit for it just as though the chase had not occurred. The lines along the penthouse side of the court have an important part in chases. When a chase is resorted to by a player, the point where the ball struck on its second bounce is carefully observed by the marker. When the players change sides the player claiming the chase must make a stroke better than the one on which he obtained the chase. In other words, he must strike the ball in play so that on its second bounce it strikes closer to the back wall than it did on the original stroke. The lines on the floor give name to the chase. If the ball strikes two yards from the back wall, the marker announces, "Chase two." If it strikes half a yard from the wall, he cries, "Chase half a yard," etc., etc. When the play is "Chase two," for instance, the player taking advantage of the chase, must send the ball less than two yards from the back end of the wall on its second bounce in order to win. Should he fail to do this, he loses the point. Should he



COURT TENNIS COURT.

strike the line determining the length of the chase, the point is void, and the marker calls, "Chase off." The chases give the players a momentary rest and breathing spell, and frequently enable you to gain a point, that you originally would have been unable to win.

A bisque is a term used in handicaps and means that when a player receives a bisque he has the privilege of claiming a point at any time in any game of a set. Handicapping in court tennis is a science in itself.

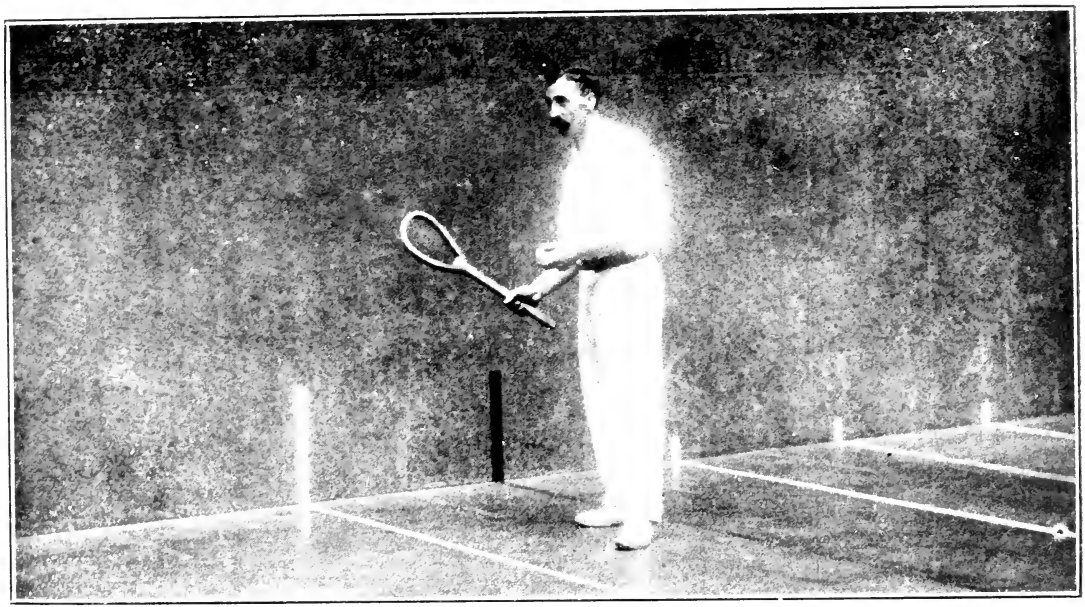
Nicks are strokes that hit the end wall and the floor simultaneously, causing the ball to rebound in a very disconcerting manner.

SCORING.

The means by which points are scored are made clear in the rules. The score is counted as in lawn tennis. Six games make up a set, and the loser of a love set pays the marker a shilling (twenty-five cents). However, in the scoring it should be noted that the marker in announcing the score always places first the score of the winner of the last stroke, "15-40" meaning that the player credited with 15 has just won his stroke, after his opponent has scored 40, differing from lawn tennis scoring, in which the score of the server is placed first.

POSITION, GRIP, AND THE EXECUTION OF STROKES.

During court tennis contests the player should copy closely the general style of the racquet player before, during and after strokes. The waiting position is practically the same as has been described and also in the pose during forehand and backhand strokes. The player should point his feet toward the wall as far as possible, should learn to run sideways and get quickly into position for a stroke at the point where he intends to make a return. The tennis player's racquet is not held so high, possibly, as in lawn tennis. Before and after play the head of the tennis racquet is held, say, about the level of the hips, at any rate above the knees. To make a forehand stroke, the racquet arm and shoulder are brought up, and a powerful swing is given to the imple-



A COURT TENNIS PLAYER READY TO SERVE.

ment as it goes to meet the ball. Following through is optional. Try the "arrested" stroke, if you choose, stopping the racket with a snap after it hits the ball. Preserve your balance. Do not hold your feet too close together.

The grip of the racquet is much like that used in racquets and squash-racquets, and some players carry into tennis the practice of extending the thumb along the back of the handle during backhand play. For other purposes the average player uses the grip in which the fingers extend naturally around the handle, somewhat separated from each other, the thumb nearly meeting the tip of the forefinger around it. Choose for yourself the part of the handle you will grasp.

Some players hold it close to the end, slipping the hand toward the gut ("clubbing" the racquet) during volleys, and sometimes in service. Others, having weak wrists, find "clubbing" a help at all times. Do not fail to grasp the racquet firmly, more so than in racquets. Learn to instinctively tighten the grasp as you hit the ball.

In addition to the forehand and backhand strokes there are volleys, half volleys, cuts, lobs, drop strokes, and boasted volleys, boasted strokes, and force strokes. Lobs are often found useful in sending the ball into the dedans. Force strokes are invariably hard drives, cut or uncut, and are aimed at the winning openings, particularly the dedans, and from which fact we get the expression, "Force for the dedans." The force may be a volley, or a boasted volley. A boasted volley—sometimes termed a boasted force—is a volley sent to the side wall.

SERVING IN COURT TENNIS.

Court tennis service is subject to a large number of variations. Its nature depends principally on where you stand, the position of the body, and the direction and velocity of the ball. A good server has a distinct advantage over a man lacking in this particular ability. Therefore drill yourself exhaustively in the art of putting the ball effectively into play. Develop accuracy and forcefulness, two qualities indispensable to the tennis votary.

Leading players have developed serves of their own which

have been widely copied by the rank and file, and consequently some of the most effective deliveries bear the names of these players. For instance, we have the Latham side wall service, named after the famous championship winner, Peter Latham; the Sounders and Fairs service; the overhead railroad service; underhand railroad service (sometimes called the Pettitt service, after Tom Pettitt, the noted English professional); the giraffe service, the Jim Harradine service, the slow good length service, the drop service, and others. A whole chapter could be spent in describing each one of these services, and they are best learned from a professional's instruction, observation and actual practice. It is well to remember that each player should adapt his service to his own personal characteristics and endeavor to excel in some one or two forms of attack. Learn when each particular serve may be used to best advantage, for instance, a drop service will be the most effective maneuver to be resorted to during a short chase.

COURT DIMENSIONS.

Relative to the dimensions, etc., of a tennis court, Mr. Julian Marshall, the eminent English authority, writes as follows in the "Annals of Tennis":

"Our (the English) tennis court is enclosed by four walls, 30 feet in height, within which, again, are built three lower walls, one on one side of the court, and one at each end. The space between these outer and inner walls, 7 feet in width (including the thickness of the latter), is covered with a sloping wooden roof, called the penthouse. The extreme length of the court, from one outer wall to the other, is 108 feet 6 inches; the length, therefore, from the inner wall at one end to that at the other is 94 feet 6 inches. The width between the two side walls is 38 feet 6 inches; and the width, therefore, from the inner to the opposite side wall is 31 feet 6 inches. The latter is called the main wall; its face projects into the court at the point E at an angle of about 38 degrees.

"Enclosed, therefore, by this main wall and the three lower walls, there is an area, the floor of the court, which is narrower

at one end than at the other, on account of the thickening of the main wall between the tambour and the end wall, where the floor is only 30 feet in width. Parts of the inner walls are 7 feet in height; in the rest of their extent they are only 3 feet 8 inches high, and these are called the batteries. The walls are each 15 feet 9 inches in length. Resting on the tops of the walls is the plate which bears the penthouse, supported also by the posts, fixed in the batteries. From the height of 7 feet 2 inches the penthouse slopes up to the outer walls, which it meets at the height of 10 feet 7 inches from the floor. Each last gallery is 9 feet 6 inches in length; each second gallery, 9 feet 6 inches; each door, 3 feet 3 inches; each first gallery, 5 feet 6 inches; and the central opening between the line posts, called the line-opening, is 7 feet 6 inches in width.

"There is a longer opening than any of these, called the dedans. The low wall, or dedans battery, below this opening, is the same height as the other batteries; the height of the opening is the same as that of the galleries; and its length is 21 feet 6 inches. One wall is 5 feet 6 inches in length, and the other wall, 4 feet 6 inches. At the other end of the court, in the wall, there is a square opening called the grille, and measuring 3 feet 2 inches each way."

THE RULES OF COURT TENNIS

1. Balls and Racquets.—The balls must not be less than 2¼ inches and not more than 2⅝ inches, in diameter; shall not be less than 2½ oz., and not more than 2¾ oz., in weight.

2. Selecting Sides.—(a) The choice of sides at the beginning of the first set is determined by spin of a racket or a coin.

(b) In subsequent sets of a series, the players begin each set on the sides on which they finished the set.

3. Delivery.—The ball served must be struck with the racquet, and may be delivered from any part of the service-side.

4. Service.—The ball served must touch the service penthouse before touching any other part of the court except the rest of the side penthouse and the service wall; and it must drop in the service court, or on one of the lines which bound it.

5. Service, When Good.—The service is good,

(a) if the ball served touch (in its descent) any part of the service penthouse, so as to rise again from it; or

(b) if the ball served strike the service wall, and afterward touch (in its descent) any part of the serivice penthouse, even though it do not rise again from it; or

(c) if the ball served drop in the winning gallery.

6. Faults Not Returnable.—9 fault may not be returned.

7. Passes Not Returnable.—A pass may not be returned; but a ball served, which has not gone across the pass line on the penthouse, may be volleyed, although, if untouched, it might have dropped in the pass court. If a pass touch the striker-out, or if a service (before it has dropped) touch him, when standing with both feet in the pass court and not having attempted to strike the ball, it is still counted as a pass.

8. Faults Annulled.—A pass annuls a previous fault.

9. Service and Faults Annulled.—If the striker-out declare himself not ready for a service, and have made no attempt to return it, that service is counted for nothing, though it be a fault.

It annuls a previous fault. The striker-out, having been asked if he be ready, and having declared himself ready, may not refuse a second service.

10. Continuation of Service.—The server continues to serve until two chases be made, or one chase when the score of either player is at forty or advantage (see Law 25); the players then change sides, the server becomes striker out, and the striker-out becomes server.

RETURN.

11. Return, When Good.—The return is good if the ball in play be struck with the racquet so that it pass the net without touching a gallery post or anything affixed or lying in an opening on the side from which it is struck, and without going out of court.

12. Return, When Not Good.—The return is not good.

(a) if not in accordance with the terms of law 11; or

(b) if the ball be struck more than once, or be not definitely struck; or

(c) if the ball in play, having passed the net, come back and drop on the side from which it was struck, unless it should have touched a gallery post or anything affixed or lying in an opening on that side of the court which is opposed to the striker.

13. Ball, When Not Returnable.—A ball which is no longer in play may not be returned.

SCORING.

14. The Server, When He Wins a Stroke.—The server wins a stroke (except as provided by law 9),

(a) if a good service enter the winning gallery or the grille; or

(b) if the striker-out fail to return a good service (except when it makes a chase; see laws 7-19); or

(c) if the striker out fail to return the ball in play (except when it makes a chase; see laws 17-19); or

(d) if he himself return the ball in play so that it enter the winning gallery or grille, or fall on or beyond the service line; or

(e) if he serve or return the ball in play so that it drop or fall upon a ball, or other object, which is on or beyond the service line; or

(f) if he win a chase (see law 20); or

(g) if the striker-out lost a stroke (see law 16).

15. The Striker-out, When He Wins a Stroke.—The striker-out wins a stroke (except as provided by law 9)

(a) if the server serve two consecutive faults (except as provided in law 31 (b); or

(b) if the server fail to return the ball in play (except when it makes a chase (see laws 17-19) or

(c) if he himself return the ball in play so that it enter the dedans; or

(d) if he win a chase; or

(e) if the server lost a stroke (see law 16).

16. Either Player, When He Loses a Stroke.—Either player loses a stroke,

(a) if he lost a chase (see law 21); or

(b) if the ball in play (except as provided in law 7) touch him or anything which he wears or carries (except his racquet in the act of returning the ball); or

(c) if he touch or strike the ball in play with his racquet more than once, or do not definitely strike it.

17. Chases, How Marked.—When a ball in play (on either side of the net, not being that on which the striker is standing)

(a) falls on any part of the floor, except on or beyond the service line; or

(b) enters any gallery except the winning gallery; or

(c) touches a gallery post;

it is marked as a chase,

(a) at that line on the floor on which it fell; or

(b) better or worse than that line on the floor which is nearest the point at which it fell; or

(c) at that gallery the post of which it touched;

except as provided in laws 18 and 19.

Note (a).—A ball in play which touches the net post and drops on the side opposed to the striker is marked a chase at the line on the side on which it drops.

Note (b).—A ball in play which enters a gallery is marked a chase at that gallery which it enters, notwithstanding that it may have touched an adjacent gallery post without touching the floor of the interim.

Note (c).—The gallery lines on the floor correspond and are equivalent to the galleries of which they bear the names.

18. A Ball Dropping or Falling in Net, or Bounding Over Net After Dropping, How Marked.—When a ball in play

(a) drops or falls in the net on the side opposed to the striker; or

(b) drops on the floor on the side opposed to the striker, and, bounding over the net, falls on that side of it from which it was struck, whether it touch the net in its bounds or not, it is marked a chase at the line on the side opposed to the striker.

19. A Ball Dropping or Falling Upon Another Ball, How Marked.—When a ball in play drops or falls upon a ball, or other object, which is on the floor (except when it is on or beyond the service line; see law 14 (e), it is marked a chase at the point at which that ball, or other object, was when the ball in play dropped or fell upon it.

20. Chases, How Won.—Either player wins a chase

(a) if he serve or return the ball so that it enter a winning opening; or

(b) if he serve or return the ball so that it fall better than the chase for which he played, or enter a gallery, or touch a gallery-post, better than the gallery or the gallery-line, at which the chase was for which he played; or

(c) if he serve or return the ball so that it drop or fall upon a ball, or other object, which is at a point on the floor better than that at which, or at the gallery corresponding to which, the chase was for which he played; or

(d) if his antagonist fail to return the ball in play, except when it falls worse than the chase in question.

21. Chases, How Lost.—Either player loses a chase

(a) if he fail to return the ball in play, except when it falls worse than the chase in question; or

(b) if he return the ball in play so that it fall worse than the chase, or enter a gallery, or touch a gallery-post worse than the gallery, or the gallery-line, at which the chase was for which he played; or

(c) if he return the ball in play so that it drop or fall upon a ball, or other object, which is at a point on the floor worse than that at which the chase was for which he played.

22. Chase-off.—When a ball in play

(a) falls at a point on the floor neither better nor worse than that at which, or at the gallery corresponding to which, the chase was for which the striker played; or

(b) enters that gallery, or the gallery corresponding to that gallery line, or touches the post of that gallery, or falls on the gallery line corresponding to that gallery at which the chase was for which the striker played; or

(c) drops or falls upon a ball, or other object, which is at a point on the floor neither better or worse than that at which, or at the gallery corresponding to which, the chase was for which the striker played;

it is marked off, it is not scored as a stroke won by either player, the chase is annulled, and the striker has not to play for it again.

23. Chases When Played For.—As soon as two chases are marked, or one chase, when the score of either player is at forty or advantage (see law 25), the players change sides; the player who made the first chase now defends it, while the other plays to win it, and so with the second chase, except when only one has been marked.

24. Chases When Marked in Error Annulled.—If by an error three chases have been marked, or two chases when the score of either player is at forty or advantage (see law 25), the last chase in each case is annulled.

25. Strokes, How Scored.—On either player winning his first stroke the score is called fifteen for that player; on either player winning his second stroke, the score is called thirty for that player; or either player winning his third stroke, the score is called forty for that player; and the fourth stroke won by either player is scored game for that player, except as below.

If both players have won three strokes, the score is called deuce, and the next stroke won by either player is scored advantage for that player; if the same player win the following stroke he wins the game; if he lose the following stroke the score is again called deuce, and so on until either player win the two strokes immediately following the score of deuce, when the game is scored for that player.

26. Games, How Scored.—The player who first wins six games wins a set, except as below:

If both players win five games, the score is called games all, and the next game won by either player is scored advantage game for that player. If the same player win the following game, he wins the set; if he lose the following game, the score is again called games all; and so on until either player win the two games immediately following the scores of games all, when he wins the set.

Note.—Players often agree not to play advantage sets, but to decide the set by one game after arriving at the score of games all.

27. Doubtful and Disputed Cases, How Decided.—Every chase is marked and every stroke scored by the marker, who is entitled to consult the dedans (meaning the spectators in the dedans) when he is in doubt. A player who is dissatisfied with the marker's decision is entitled to appeal to the dedans. A majority of the dedans confirms or reverses the marker's decision. An appeal must be made before a recommencement of play.

Note.—The dedans should not give a decision unasked on a question of marking a chase or stroke; but may, and should correct inaccurate scoring of chases, strokes, games, or sets.

THREE-HANDED OR FOUR-HANDED GAMES.

(Sometimes Called Double Games.)

28. Order of Play.—The partners serve and strike out in alternate games, unless it shall have been previously agreed to the contrary.

Note.—It is usually, but not always, agreed that the striker-out may leave to his partner such services as pass him. The former laws apply to these as well as to single games, the advantages and disadvantages attaching to a single player under the former laws attaching to a pair of players.

ODDS.

29. Bisques and Half-Bisques, When Taken Generally.—(a) A bisque or a half-bisque may not be taken after the service has been delivered.

(b) The server may not take a bisque after a fault, but the striker-out may do so.

30. Bisques and Half-Bisques, when Taken in Changing Sides.—A player who wishes to take a bisque or a half-bisque, there being a chase or two chases marked, may take it either before or after changing sides, but he may not after changing sides go back to take it.

31. Round Services.—(a) When the odds of round services are given, the ball served by the giver of odds must touch the grille penthouse after touching the service penthouse, and before dropping in the service court or on one of the lines which bound it.

(b) Neither faults nor failure in complying with the above conditions are counted against the giver of odds; but the recipient of odds may decline to return such services as do not touch both penthouses; if, however, he attempt and fail to return any such service it is counted against him.

32. Half-Court.—The players having agreed into which half-court, on each side of the net, the giver of the odds shall play, the latter loses a stroke if the ball, returned by him, drop in either of the other half courts; but a ball returned by the giver of odds which

(a) drops on the half-court line; or

(b) drops in his half-court, or touches the dedans post before falling; or

(c) drops in his half-court and falls in the dedans, even though on the other side of the dedans post; or

(d) touches the dedans post before dropping;

is counted for the giver of odds; and a return, boasted against any wall by the giver of odds, which

(e) drops in his half-court; or

(f) drops on the half-court line; or

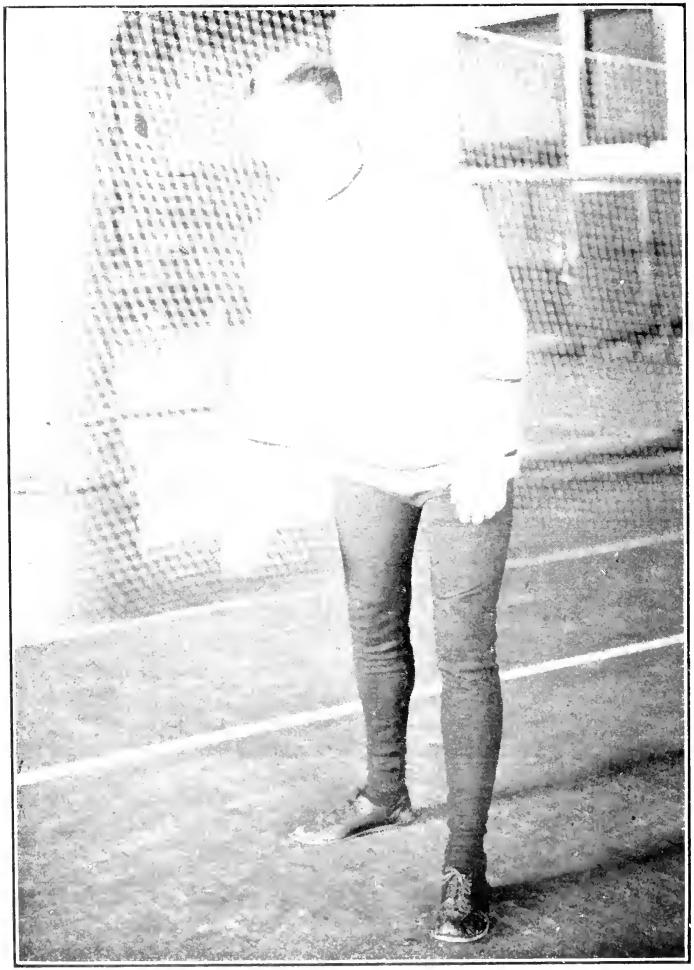
(g) touches the dedans post before dropping; or

(h) touches any penthouse, battery, or wall, before dropping in his half-court, dropping on the half-court line or touching the dedans post;

is also counted for the giver of odds.

Note.—It is of course evident that the giver of these odds may make a chase, or win a chase or a stroke, with a ball which drops in his half-court or on the half-court line, but falls in the other half-court.

33. Nicks, When All the Walls or Side-Walls are Given.—When the odds of touch-no-walls or touch-no-side-walls are given, a ball returned by the giver of odds, which makes a nick, is counted for the striker.



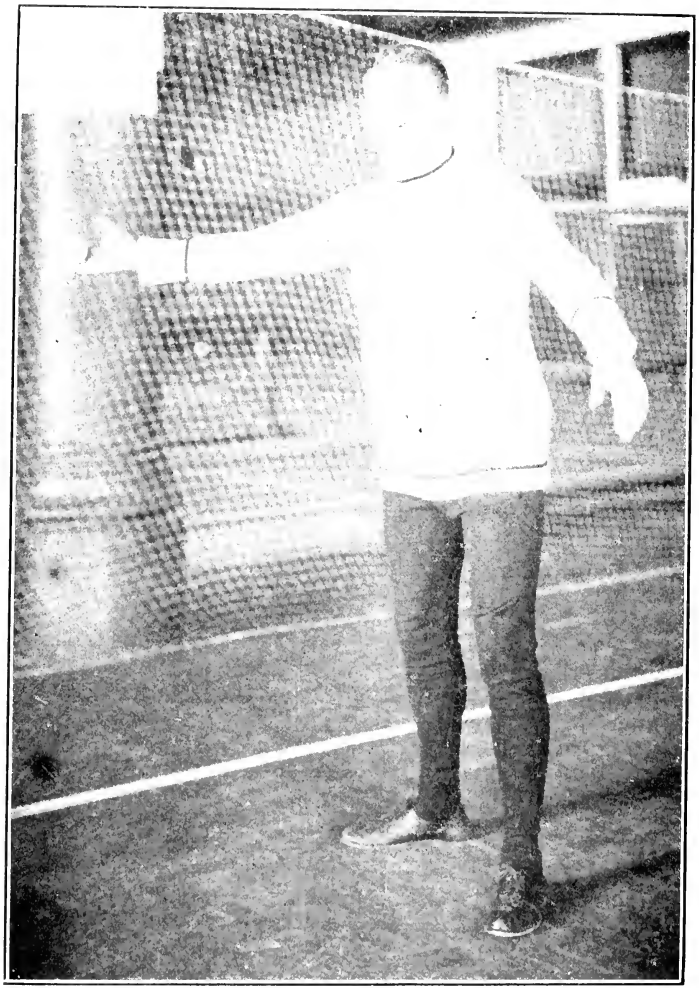
No. 25. HAND TENNIS. THE UNDERHAND SERVE.

HAND TENNIS

An Attractive Court Game Originated by E. J. Gianinni, Physical Director of the New York Athletic Club.

A game embodying the principles of court tennis, lawn tennis and other court pastimes is hand tennis, a sport which has attained popularity in various parts of the country, and which will become more widely played when it has been given additional publicity. Hand tennis, as its name signifies, requires no racket, the hand being used in propelling the ball. The ball—a regulation tennis ball—is sent back and forth over a net, and into a court marked off in a manner somewhat similar to that in lawn tennis. As may readily be recognized, the game possesses qualities that provide a beneficial as well as an enjoyable form of exercise, and it is a splendid means of improving the wind and making the body lithe and uniformly developed.

The sport was invented by E. J. Gianinni, athletic instructor at the New York Athletic Club. He was exercising in a gymnasium one day with a friend when the idea entered his mind. Gianinni placed two chairs opposite each other, say twenty-five or thirty feet apart, and tied a rope from the back of one to the back of the other, and about three and a half feet from the floor. This represented the net. Placing his friend on one side, a fair distance back from the improvised net, Gianinni went to the other side and both men hit the ball back and forth over the rope, into imaginary courts. The game proved so interesting to both players that Gianinni determined to develop it. He straightway designed a net, originated measurements for a court, and formulated rules and a system of scoring. He printed pamphlets describing the game and distributed them gratuitously among people seeking information concerning it. The New York Athletic, and other clubs, took it up and in the gymnasium of the aforementioned Mercury Foot organization, two courts were



No. 26—HAND TENNIS. A SIDE-ARM SERVE.

marked and almost any day members can be seen enthusiastically engaged in either singles or doubles.

Hand tennis is not unlike hand ball in some respects. Either hand may be used in striking the ball and unceasing activity is required. There are four modes of serving (see Figs. 25, 26, 27), says Mr. Gianinni—the underhand, the side, the overhand, and the cut serve. The underhand serve is the primary move in learning. The position for striking the ball and the manner of the execution of the strike is shown in Fig. 25. Preserve your balance, keep on the balls of your feet, and throwing the ball before you, strike it with a strong full swing of the hand. While in play you may return a ball while facing the net, or as in racquets and squash, turn sideways to the net—in racquets and squash the front wall—and facing in a line at right angles to the line of the ball's approach, swing your hand forward, meeting the ball squarely and forcibly. Always keep your eye on the ball, when it is coming toward and when you are striking it.

After mastering the underhand serve, the player may then take up the side serve, continuing to the overhand serve, and lastly the cuts. These serves can be executed with either hand, and practically the same movements are used in returning the various forms of attack. Placing is a feature that should be developed. It adds greatly to a player's strength. Your principal efforts should be spent on improving accuracy, speed and style. The side stroke is probably the most forcible in the hand tennis player's repertoire. It should be borne in mind that the ball should be hit both snappily and accurately with the opened palm of the hand. In cutting, of course, a side twist or flick is given the ball according to the direction in which you desire the ball to "break" on its rebound from the floor. A good idea of the game may be had from Fig. 28, which shows a player returning a difficult serve with a side stroke.

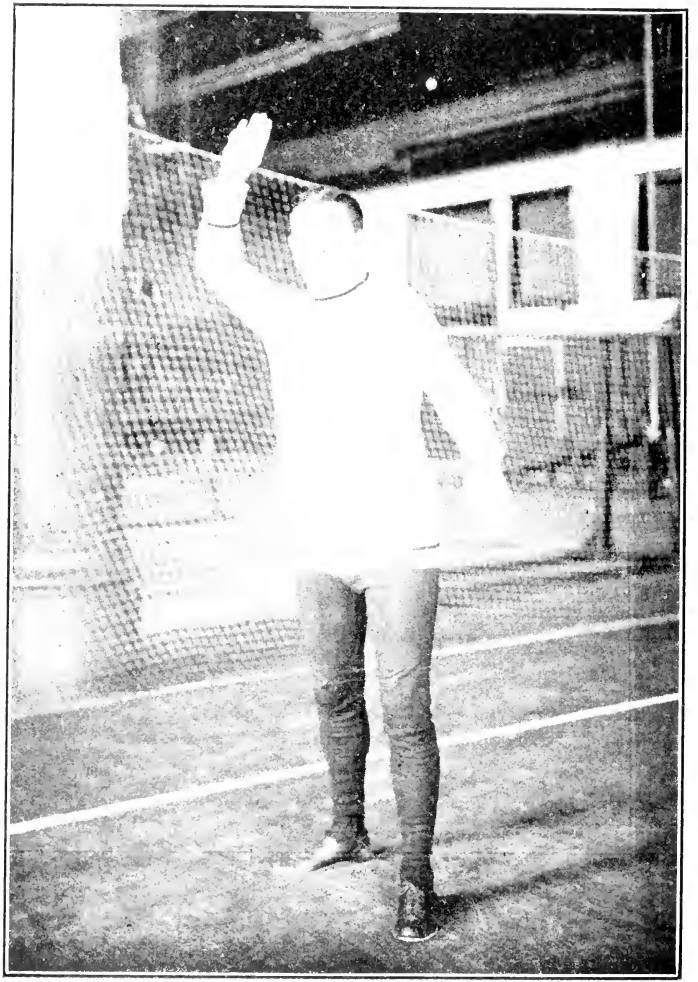


FIG. 25.—HAND TENNIS. AN OVERHAND SERVE

THE RULES OF HAND TENNIS

1. The server must stand back of the base line within the limits of the width of the court—either right or left—from which he is serving.

2. The ball must be bounced to the floor outside of the base line before striking it on the serve.

3. The ball may be returned after the serve either on the first bounce or on the fly; on the serve the ball must be returned on the first bounce.

4. The ball may be struck with either hand, but not with both together.

5. In serving two tries are allowed if necessary to place the ball in the proper court. If two faults result, it is "hand out."

6. A "let" is the same as in lawn tennis.

7. In serving, if the ball goes into the net it is "hand out."

8. Stepping over the foul line at the net, striking the net with the hand or reaching over the net is foul.

9. A ball which rebounds by striking any part of the person other than the hand is foul.

10. A ball striking on the boundary or court lines is good.

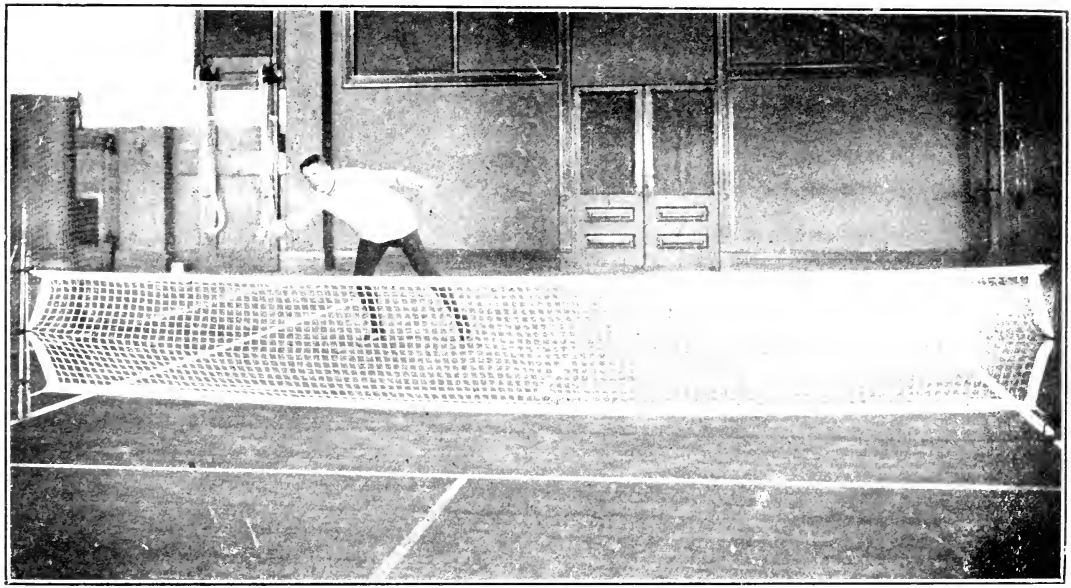
11. Any fouls committed by the server or serving side is "hand out."

12. "Hand out" is the loss of the ball to the opposing side.

HAND TENNIS COURT.

Court is 40 feet long and 16 feet wide; net is 2 feet high, and hung 2 feet 6 inches from the floor. Foul lines are 3 feet on either side from the net. All lines are usually painted on the floor in white.

For the benefit of those desiring to learn to play hand tennis, the inventor of the game describes it as follows, a sample contest:



HAND TENNIS. RETURNING A DIFFICULT SERVE.

The first player, "A," serves the ball to the opposing player as provided in the rules, and who stands diagonally opposite in one of the two courts on the other side of the net. The second player, whom we will call "B," attempts to return the ball over the net and within bounds, and failing, "A" scores one point. If "B" returns the ball fairly and "A" fails to return it to "B," a hand-out occurs and no point is scored. "B" then serves and play continues as above described. The player first scoring twenty-five points wins the game. A player can score only when he is the server or hand-in. In both singles and doubles the server alternates from the right to the left court, until losing the ball and becoming hand-out.

National Squash Tennis Association

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New York, October 28th, 1913.

Messrs. A. G. Spalding & Bros.,
126 Nassau Street,
New York City.

Gentlemen:

At a meeting of the National Squash Tennis Association, held on October 21st, 1913, the Spalding Ball was officially adopted for use by the Association during the season 1913-1914.

Yours very truly,

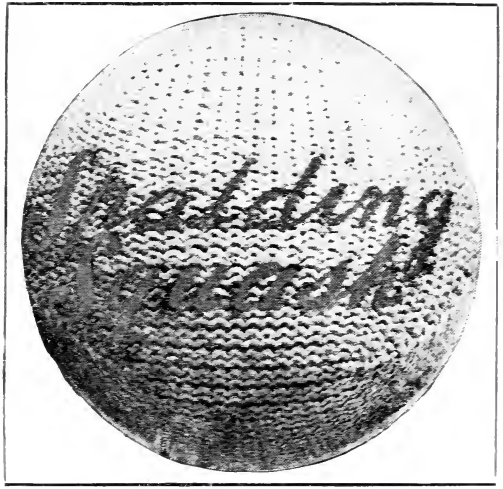
Wm. H. Y. Hackett

Secretary.

ACCEPT NO SUBSTITUTE THE SPALDING TRADE-MARK GUARANTEES QUALITY

SPALDING

"Championship" Squash Tennis Ball



THE OFFICIALLY ADOPTED BALL OF THE NATIONAL SQUASH TENNIS ASSOCIATION

Are finest quality material and workmanship throughout. It will pay you to try them if you are not already familiar with their good points. The idea of the (*overspun*) cover, knitted on the ball and with no seams to rip, is original with us and is a valuable improvement. These balls are carefully made of best materials, but they are not guaranteed.

No. 0. Spalding "Championship" Overspun Squash Tennis Balls (*Patented*). White or Green covering. . . . . Dozen, **$6.00**

Spalding Athletic Library; Group XI, No. 194. Squash, Court Tennis, Hand Tennis. Price 10 Cents. Edited by Frederick R. Toombs. Extract from above book: "In the days of long-gone-by the game was patronized only by the working people of England and France. But finally the attention of the higher classes was attracted by the fascinating nature of the exercises involved, and soon Racquets became one of the well-known pastimes."

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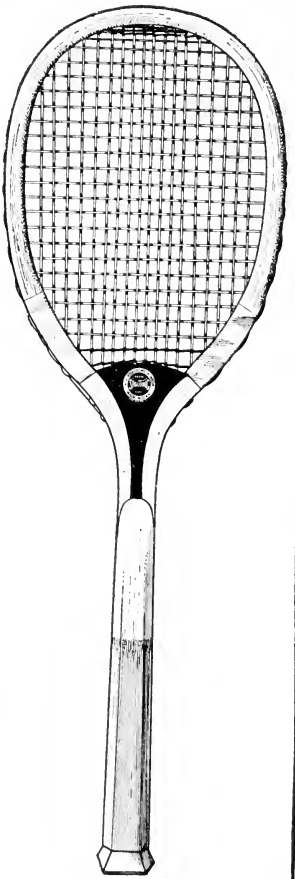
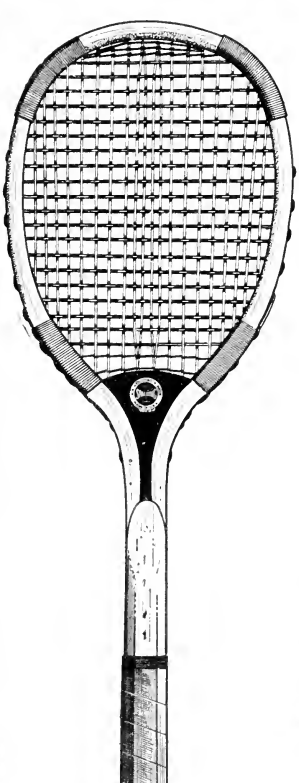
SPALDING SQUASH TENNIS RACKETS

Frames of the finest selected white ash. Made in the most careful manner and of best materials, but not guaranteed.

No. **19.** Strung with special Oriental gut, patent non-slipping handle. Frame bound at shoulders with vellum. . . Each, **$3.50**

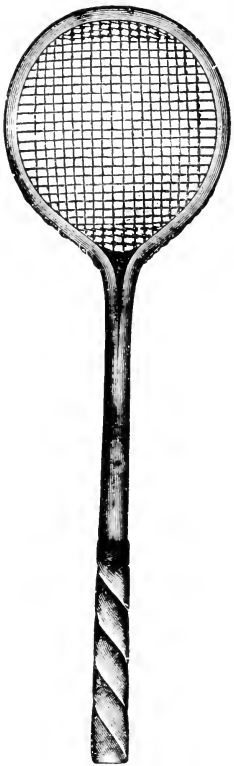




SPALDING SQUASH TENNIS RACKETS

Frames of the finest selected white ash. Made in the most careful manner and of best materials, but not guaranteed.

No. **20.** Strung with best white lambs' gut, calfskin grip. Frame bound at shoulders and also at upper bends with gut. . Each, **$5.00**



No. 17.

Spalding Squash Racquets

Spalding Squash Racquet Bats and Balls are made in the most careful manner and of best materials, but they are not guaranteed.

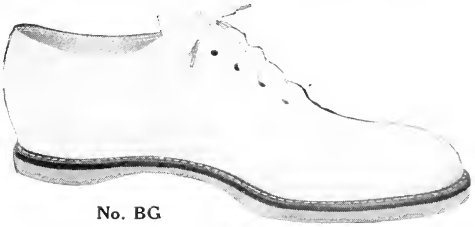
No. **17.** Bats made of finest selected ash; strung with best quality gut; grip wound with white kid; best grade throughout. . . Each, **$4.00**

No. **S.** Imported best quality 1 11-16 inch rubber ball; black. Each, **25c.**

No. S.

Spalding Superior Squash Shoe

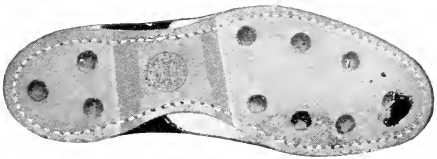
No. **BG.** Low cut, imported English white buck uppers, and best flat rubber soles; hand sewed and superior quality throughout. Best and most satisfactory Squash Shoes; also very dressy for tennis and yachting. This shoe will be supplied, on special order, with toe cap. . . . . Pair, **$8.00**



No. BG

Spalding Squash Tennis Shoe

No. AG



No. **AG.** Low cut, drab calf uppers, reinforced with tan leather, and with suction rubber soles. Absolutely high grade throughout.

Pair, **$5.50**

SPALDING SQUASH WEAR

Spalding Squash Shirts

No. **150.** White Oxford, light weight, full length or half length sleeves. . . . . Each, **$1.50**

No. **300.** White Oxford, heavy weight, full length or half length sleeves. . . . . Each, **$3.00**

No. **450.** White, gray and fancy striped Viyella flannel, unshrinkable. . . . . Each, **$4.50**

Spalding Squash Trousers

No. **2.** White flannel, light weight. . Pair, **$5.00**

No. **22.** Gray flannel. . . . . " **6.00**

No. **9.** Best White English flannel. . " **7.00**

Spalding Squash Socks

No. **SS.** Heavy woolen, light gray. . Pair, **50c.**

Imported Scotch wool, white, gray and mixtures.
Pair, **$1.00, $1.50, $2.50**

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Spalding "Championship" Lawn Tennis Balls

For 1914 we are making these balls with two different weights of covers. The regular No. 00 ball is designed for turf court use, while the new No. 00H ball is for use on hard or clay courts.

On the record made by the Spalding Championship Tennis Ball so far we are willing to base our claims for superiority, and wherever these balls are used, either in a tournament or regular play, we are certain our judgment will be confirmed. Absolutely best in every particular of manufacture and made by people who have been in our employ, many of them, for twenty years and over, we place the Spalding Championship Tennis Balls before the most critical clientele in the athletic world with perfect confidence that they will give absolute satisfaction.

No. **00.** Spalding "Championship" Lawn Tennis Balls. For turf courts.
Dozen, **$4.00** Three balls only, **$1.00** One or two balls. Each, **35c.**

No. **00H.** Spalding "Championship" Lawn Tennis Balls. For hard courts.
Dozen, **$4.00** Three balls only, **$1.00** One or two balls. Each, **35c.**

Tournament Lawn Tennis Balls

No. **0.** In the manufacture of the Spalding Championship Ball only those which are absolutely perfect in every particular are allowed to pass, and the "culls" or "throw-outs" are stamped simply Tournament and do *not* bear the Spalding Trade-Mark. These balls will answer for practice or for children's use, but should *not* be used for match play. . . . . Dozen, **$3.00** Each, **25c.**

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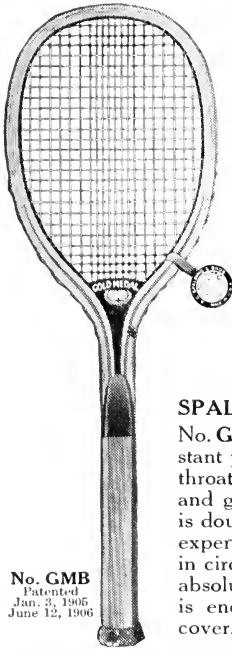


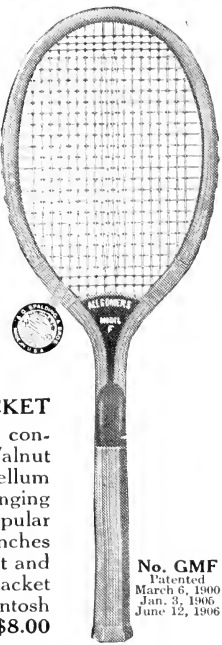
No. GMB
Patented
Jan. 3, 1905
June 12, 1906

SPALDING GOLD MEDAL RACKET

No. **GMB.** The racket is sold upon its own reputation and the Spalding Guarantee is your assurance of satisfaction. Handles 5, 5¼ and 5⅜ inches in circumference. Stringing of clearest and absolutely best quality lambs' gut. Tag attached to each racket, giving particulars of special inspection. We use a dogwood insertion in shoulders, after proving to our satisfaction, by experience, that it is far superior to cane or other material for the purpose. *Without case.* . . . . Each, **$7.50**

SPALDING "ALL COMERS'" RACKET

No. **GMF.** This racket is built for hard, constant play. New model, large frame. Walnut throat piece. Shoulders wrapped with vellum and gut for special reinforcement. Stringing is double in the central portion in the popular expert style. Handles 5, 5¼ and 5⅜ inches in circumference. Stringing is of clearest and absolutely best quality lambs' gut. Each racket is enclosed in a special quality mackintosh cover. . . . . Each, **$8.00**



No. GMF
Patented
March 6, 1900
Jan. 3, 1905
June 12, 1906

We urge that at the conclusion of play Racket be rubbed dry, and when not in use be covered with a Waterproof Cover, placed in a Racket Press, and the gut occasionally gone over with Spalding Tennis Gut Preservative. KEEP YOUR RACKET IN A DRY PLACE, otherwise the Guarantee is void.

GUARANTEE We guarantee Lawn Tennis Rackets for a period of 30 days from date of purchase by the user. The Guarantee Tag attached to each Spalding Lawn Tennis Racket reads as follows: If this Racket proves defective in workmanship or material within 30 days from date of purchase, please return, transportation charges prepaid, to any Spalding Store, and the defect will be rectified. Imperfectly strung rackets will be restrung, and in the event of a broken frame due to workmanship or defective material, the racket will be replaced. NOTICE—This Guarantee does not apply to Rackets weighing less than 13 ounces.

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SPALDING
LAWN TENNIS RACKETS

No. OGM
Patented
Jan. 3, 1905

No. GML
Patented
March 6, 1900

No. GMH
Patented
March 6, 1900

HACKETT AND ALEXANDER MODEL RACKET

"PERFECT OVAL" DEPRESSED THROAT PIECE

No. **OGM.** Made in the Spalding "Perfect Oval" Model, with walnut throat piece, dogwood reinforcement and vellum wrapped shoulders. We claim that this is a scientifically perfect lawn tennis racket. Handles 5, 5¼ and 5⅜ inches in circumference. Stringing of clearest and absolutely best quality lambs' gut. Each racket is enclosed in a special quality mackintosh cover. Each, **$8.00**

GOLD MEDAL RACKET MODEL H

DEPRESSED THROAT PIECE

No. **GMH.** The special depressed throat piece, a feature which we introduced in our No. OGM, we are using now also in the No. GMH. The stringing is double in the central portion in the popular expert style. Handles 5, 5¼ and 5⅜ inches in circumference. Stringing of clearest and absolutely best quality lambs' gut. Each racket is enclosed in a special quality mackintosh cover. . . . . Each, **$8.00**

SPALDING "OLYMPIC" RACKET

DEPRESSED THROAT PIECE

No. **GML.** This racket exemplifies what may be done in racket manufacture with perfect factory facilities. No frills, but with every up-to-date feature that has stood the test. Double strung in central portion, vellum wrapped, and gut wound at shoulders; depressed walnut throat, with dogwood reinforcement. Handles 5, 5¼ and 5⅜ inches in circumference. Stringing of clearest best quality lambs' gut. Special quality mackintosh cover with each racket. . . . . Each, **$8.00**

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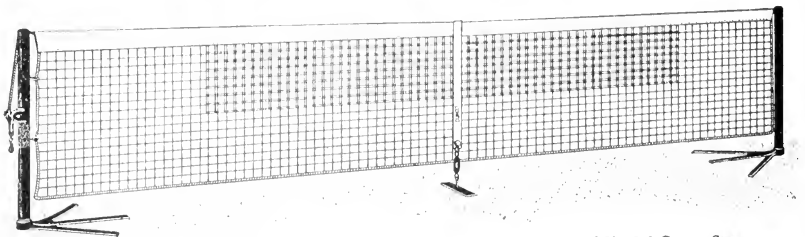
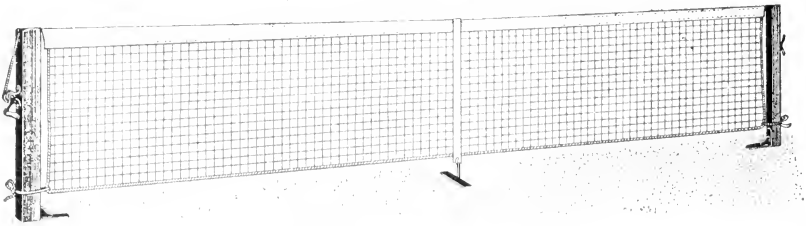
Spalding Tennis Nets



No. 3-D. Double Center Net. (Hand Made). Showing also No. A Posts and No. 3-0 Center Strap



No. 3-A. Machine Made Net. Showing also No. C Posts

Spalding "Championship" Tarred Nets—Hand Made

For tournament play. Furnished with extra heavy galvanized wire cable. Extra heavy duck binding at top.

No. 9-0.	42 ft. 6 in. x 3¼ ft., 36 thread.	Each, $12.00
No. 8-0.	33 ft. x 3¼ ft., 36 thread.	" 10.00

Spalding Tarred Nets—Hand Made

Bound with 10 oz. duck at top. With galvanized wire cable.

No. 7-0.	42 ft. 6 in. x 3¼ ft., 21 thread.	Each, $10.00
No. 6-0.	33 ft. x 3¼ ft., 21 thread.	" 9.00

Spalding Double Center Nets—Hand Made

Double twine knitted together from 20 to 26 feet.

White, 21 Thread, Double Court

No. 3D.	42 ft. x 3 ft., double center 26 feet.	Each, $6.50
No. 2D.	36 ft. x 3 ft., double center 20 feet.	" 6.00

White, 15 Thread, Double Court

No. 3C.	42 ft. x 3 ft., double center 26 feet.	Each, $5.50
No. 2C.	36 ft. x 3 ft., double center 20 feet.	" 5.00

Spalding Canvas Bound Nets—Hand Made

NOT Double Center. Top bound with heavy 2-inch canvas strip

No. 3B.	Double Court, 42 ft. x 3 ft., 21 thread, white.	Ea., $5.00
No. 2B.	Double Court, 36 ft. x 3 ft., 21 thread, white.	" 4.50

Spalding Black Twine Club Nets—Hand Made

Dyed with fast coloring matter which adds to their durability. Bound at top with a doubled band of 8 oz. white duck, 2 in. wide. Heavy tarred manila ropes top and bottom.

		Each
No. 5-0.	42 ft. x 3¼ ft., 30 thread, single center.	$8.00
No. 4-0.	36 ft. x 3¼ ft., 30 thread, single center.	7.50
No. 3-0.	42 ft. x 3¼ ft., 21 thread, double center 26 ft.	8.00
No. 2-0.	36 ft. x 3¼ ft., 21 thread, double center 20 ft.	7.50

Galvanized Steel Cable for Top Cords

Full length ¼-inch galvanized steel cable, five strands of seven wires each, twisted tightly. With metal loop at each end and manila rope ends to fasten to post. Each, $2.00

Spalding Machine Made Nets

Top bound with heavy 2-inch canvas strip. (White)

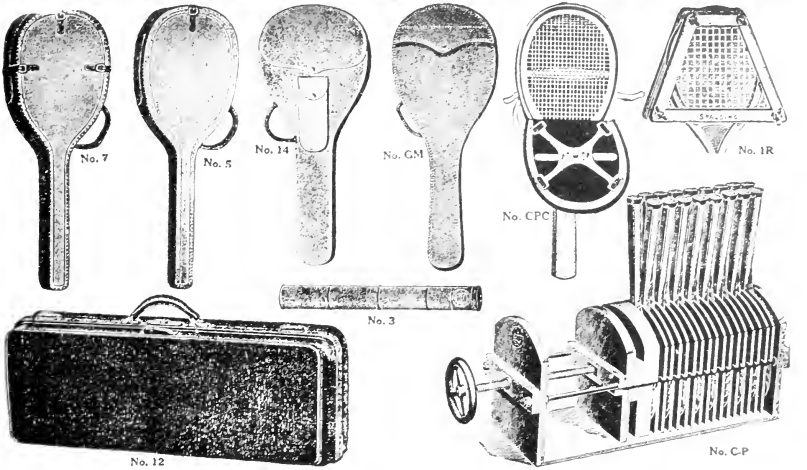
No. 4A.	Double Court, 42 ft., 21 thread.	Each, $3.50
No. 3A.	Double Court, 42 ft., 15 thread.	" 2.00
No. 2A.	Double Court, 36 ft., 15 thread.	" 1.75

Top and bottom bound with heavy cotton rope. (White)

No. 3.	Double Court, 42 ft., 15 thread.	Each, $1.50
No. 2.	Double Court, 36 ft., 15 thread.	" 1.25
No. 1.	Single Court, 27 ft., 12 thread.	" 1.00

Spalding Twine Nets for Backstops—Machine Made

No. 4.	White, 50 feet long, 7 feet high, 9 thread.	Each, $2.50
No. 5.	White, 50 feet long, 8 feet high, 12 thread.	" 3.50
No. 5X.	Tarred, 50 feet long, 8 feet high, 12 thread.	" 4.00



Spalding Racket Covers

No. O. Brown and mixed colored canvas cover, full size. Each, 35c.

No. 1. Soft felt cover, full size. . . . . " 50c.

No. GM. Good quality mackintosh material. Same exactly as we furnish with our Gold Medal Rackets. Each, $1.00

No. 14. Canvas cover, neatly bound, with extra pocket to hold balls. . . . . Each, $1.00

No. 16. Well finished sheepskin, neatly bound. A very attractive cover . . . . . Each, 2.00

No. 5. Stiff leather, for one racket. . . . " 5.50

No. 7. Stiff leather, for two rackets. . . " 7.50

English Leather Tennis Bag

No. 12. Made of special quality leather and with compartments to hold rackets, balls and suit. . . Each, $15.00

Rackets Restrung

We make a specialty of restringing rackets of every known make. The work is done by our most scientific stringers, and none but first quality gut is used. When sending rackets to us to be restrung be sure to prepay charges on the package and mark with your name and address. Write us under separate cover full particulars regarding restringing.

No. 1. Oriental Gut, White only. . . . . Each, $1.00

No. 2. Lambs' Gut, White only. . . . . " 1.50

No. 3. Best Lambs' Gut, White only. . . . " 2.50

No. 4. Special Expert Stringing, White only. " 3.50

Spalding Lawn Tennis Score Books

Official Lawn Tennis Score Book, paper cover, 16 sets. 10c.

Extra Tennis Score Cards, 4 sets. . . . . Dozen, 10c.

Seccomb Grip Winder

No. S. Rubber fabric, to wind around racket handle. Ea., 15c.

Spalding Racket Presses

The most effective style presses in use to-day. Rackets should be kept in one of them when not in use to prevent warping, especially when they have been exposed to moisture or used at the seashore.

No. 1R. For one racket. . . . . Each, $1.00

No. 5R. Superior quality. Of finely polished walnut, with brass fittings. Suitable for one or two rackets. Each, $2.50

"Combination" Racket Press and Case

Patent Applied For

No. CPC. This is as the name suggests, both a press and a case under one cover. Case is made of best sole leather, practically waterproof; press, which is fastened inside case holds racket frame in shape. . . . Each, $12.00

Spalding "Club" Racket Press

Invaluable for Clubs Conducting Tournaments

No. C-P. This is a most substantial affair and is arranged for any number of rackets up to 24. The proper thing for clubs where it is necessary to keep a number of rackets in proper shape all the time. . . Each, $25.00

Rubber Handle Cover

No. 3. For covering racket handles to secure a better grip. Made of pure gum rubber. Will give excellent satisfaction. . . . . Each, 50c.

Rubber Adhesive Tape for Racket Handle Grip

No. AD. Made especially for this purpose, 1 inch wide. Piece 4 feet long in individual box. . . . Each, 10c.

Spalding Tennis Gut Preservative

Apply immediately after playing, as it takes a little time to dry thoroughly. Two-ounce bottle of special quality preservative, complete with good brush in box. . . Bottle, 25c.

Spalding Fencing Foils

Figure Eight Foils

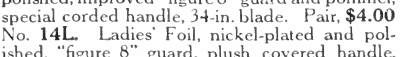
No. 17

We Do Not Guarantee Fencing Foil or Sword Blades

Bell Guard Foils

No. 23

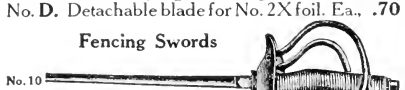
No. **7.** Iron mountings, "figure 8" guard, corded handle. . . . . Per pair, **$1.50**
No. **11.** Blued mountings, "figure 8" guard, corded handle, blued pommel, 34-inch blade. Pair, **$2.50**
No. **18.** Mountings, "figure 8" guard, pommel of brass, corded handle, 34-inch blade. Pair, **$3.00**
No. **17.** Special "Club" Foil, nickel-plated and polished, improved "figure 8" guard and pommel, special corded handle, 34-in. blade. Pair, **$4.00**
No. **14L.** Ladies' Foil, nickel-plated and polished, "figure 8" guard, plush covered handle, mountings polished and plated, engraved 32-in. blade. . . . . Per pair, **$4.00**



Showing simple method of detaching blade.

No. **2X.** Army and Navy Style. Approved pattern as used at West Point and Annapolis. Special detachable blade may be taken out in a moment, yet when screw in guard has been tightened the blade is absolutely tight and rigid. Pair, **$5.75**
No. **D.** Detachable blade for No. 2X foil. Ea., **.70**

Fencing Swords



No. 10

No. **10.** Haute Rapier, finest steel. . . . . Pair, **$10.00**

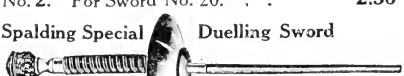
Pair

No. **15.** Combat Sword, regulation style. **$7.50**
No. **20.** Broadswords, regulation style. **11.50**
No. **30.** Broadswords, wood. **2.00**

Sword Blades

No. **1.** For Rapier No. 10. . . . Each, **$1.50**
No. 1½. For Sword No. 15. . . . " **1.75**
No. **2.** For Sword No. 20. . . . " **2.50**

Spalding Special Duelling Sword



No. **4X.** Nickel-plated and polished fittings, fine quality three-cornered blades, handle leather covered and wound with silver cord, reinforced 5-inch bell guard, heavy pommel, ornamented. Well made, superior quality. Pair, **$11.50**
Extra blades for duelling swords, three-cornered, best quality. . . . . Each, **$3.00**

No. **15.** Nickel-plated bell guard, corded handle, mountings nickel-plated, 34-in. blade. Pair, **$2.75**
No. **19.** Nickel-plated and buffed bell guard, corded handle, mountings nickel-plated and polished, selected 34-inch blade. Per pair, **$3.50**
No. **23.** Reinforced bell guard, all mountings nickel-plated and highly polished, corded handle, fine 34-inch engraved blade. Pair, **$5.00**
No. **24L.** Ladies' Foil, small bell guard and all trimmings nickel-plated and polished, plush covered handle, fine 34-in. engraved blade. Pr., **$4.00**

Spalding Special Italian Pattern Foil

We carry in stock two of the most popular models of Italian style foils. Product of two of the best makers in Europe. Perfect in every detail.
No. **9.** Gennari Model, regular finish. Pr., **$10.50**
No. **16.** Special Model, finely finished nickel fittings. . . . . Per pair, **$11.50**
Extra blades for Italian pattern foil, flat style, best quality. . . . . Each, **$1.25**

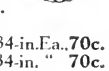
Italian Style Rapiers

No. 160

No. **160.** Radaelli Model, nickeled mountings. Pair, **$11.50**
No. **170.** Masiello Model, japanned mountings. Pair, **$8.25**

No.
180. Masiello Model, nickeled mountings. " **10.50**
220. Barbasetti Model, japanned mountings. **9.25**
230. Barbasetti Model, nickeled mountings. **10.50**
Blades for any of above models. . Each, **2.50**
Chiave, wrench for mounting and dismounting blades. . . . . Each, **50c.**

Fencing Sticks



No. **40.** Sticks, complete. Pair, **80c.**
No. **41.** Willow Basket Handles, **40c.**
No. **42.** Hickory Sticks only. Pr., **40c.**

Foil Blades

No.
A. Fine Solingen Steel Blades, 34-in. Ea., **70c.**
B. Fine Brunon Steel Blades, 34-in. " **70c.**
No. C **C.** Rubber Foil Buttons. . Per pair, **10c.**

No. 3

No. 2

No. 57

No. 59

No. 4

No. 2

Spalding Foil Masks

Extra fine quality. Close mesh and strongly made. Trimmed with black patent leather, padded head spring and chin-piece.

No. 1. Face guard only. . . . . Per pair, $2.75
No. 2. Face and ear guards . . . " 3.50
No. 3. Face, ear and forehead guards. " 4.00

Spalding Foil and Broadsword Masks

No. 42. Close mesh and heavy wire. Per pair, $8.00
No. 41. Heavy reinforced twisted wire. " 14.00
No. 57. Instructor's Fencing Mask. . " 17.50
No. 52. Extra heavy twisted wire. . " 17.50
No. 59. Suitable for either regular foil fencing or heavy broadsword work. Removable padding. Pair, $18.75
No. 50. For heavy or light sabre fencing. " 23.00

Spalding Broadsword Helmet

No. 4. Heavy wire, reinforced. Well padded. Pair, $10.00

Spalding Fencing Plastrons

Good quality leather; heavily padded and quilted.

No. 2. Chest and right side. . . . . Each, $2.50
No. 3. Chest and right and left side. . " 3.00
No. 3L. Women's. Same as No. 3, but shaped for waist. . . . . Each, $3.00

Spalding Fencing Jackets

No. C. Special quality brown canvas, with collar. Each, $3.50
No. M. Same at No. C, but of good quality moleskin. Each, $4.50

Spalding Chamois Pad

For Broadsword Fencing

No. 87. Covered with chamois, padded and quilted. Each, $5.00

Spalding Elbow Protector

No. 74. Sole leather, leather strap and buckle. Each, 50c.

Spalding Foil Gloves

Made in Rights or Lefts

No. 1. Short soft leather cuff, nicely padded. Each, $1.25
No. 2. Gauntlet of soft leather, nicely padded. " 1.50
No. 3. Patent leather, stiff elbow gauntlet, nicely padded. Each, $2.00
No. 6. Ladies' White buck Gauntlet Glove. " 1.25
No. 61. White buck, with Gauntlet. . . . " 1.50
No. 63. White buck leather, soft gauntlet. . " 2.00

Spalding French Duelling Gloves

(Mousquetaire Pattern)

No. D. Soft leather, extra long soft gauntlet. Each, $2.50
No. 60. Unpadded, flexible white buck leather. " 1 25

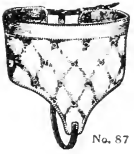
Spalding Broadsword Glove

No. 5. Full padded, stiff elbow gauntlet. Each, $3.50
No. 7. Same as above, but shorter cuff. " 3.00

Spalding Fencing Shoes

No. L. Drab Glove Leather, red trimmings. Made to order only. Not carried in stock. Specify if to be made with or without toe extension sole, and on which shoe. Pair, $5.00
No. LW. Ladies', Otherwise same as No. L. " 5.00

No. C


No. 87

No 1 No 2

No. 5

No. L

Spalding Gymnasium Shoes

Gymnasium Shoes must be comfortable and easy, yet fit snugly and give the wearer a sure footing—they must also be durable. Spalding Gymnasium Shoes possess all of these good qualities and, in addition, are reasonable in price.

No. **15.** High cut, kangaroo uppers, genuine elk-skin soles. Will not slip on floor; extra light. Correct shoes for boxing.
Per pair, **$5.00**

No. **155.** High cut, elk-skin soles, and will not slip on floor; soft and flexible; women's and men's sizes. . Per pair, **$4.50**

No. **166.** Low cut, selected leather, extra light and electric soles; women's and men's sizes.
Per pair, 3.00

No. **90L.** Women's. Low cut, black leather, electric soles and corrugated rubber heels. Pair, **$2.50**

No. **21.** High cut, black leather, electric soles. Sewed and turned, which makes shoes extremely light and flexible.
Per pair, **$2.50**

No. **85L.** Women's. Low cut, black leather, with roughened electric soles. . . . . Per pair, **$2.00**
No. **20.** Low cut. Otherwise as No. 21. Sewed and turned shoes. . . . . Per pair, **$2.00**
No. **20L.** Women's. Otherwise as No. 20. Sewed and turned shoes. . . . . Per pair, **$2.00**

Spalding Special Bowling Shoes

No. **148.** For bowling and general athletic use. Light drab chrome tanned leather uppers with electric soles. Lace extremely low down. . Pair, **$3.50**

Prices in effect January 5, 1914. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

SPALDING JACKET SWEATERS

Stock Sizes: 28 to 46 inches chest measurement.

We allow four inches for stretch in all our sweaters, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.

Spalding Jacket Sweaters

Heavy Weight

WITH POCKETS

No. **VGP.** Best quality worsted, heavy weight, pearl buttons. Pocket on each side; particularly convenient and popular style for golf players, also for use in combination with CT Collarette during cold or inclement weather.
Each, **$6.50** ★ *$70.20 Doz.*

WITHOUT POCKETS

No. **VG.** Same as No. VGP, but without pockets.
Each, **$6.00** ★ *$64.80 Doz.*

No. VGP Sweater

STOCK COLORS—All Sweaters (except No. 3J) listed on this page carried in stock in Gray, White, Navy, Maroon, Cardinal, Purple, and Old Gold.
SPECIAL ORDERS—In addition to stock colors mentioned, we also supply any of the sweaters listed on this page in any other color on special orders without extra charge.
SPECIAL NOTICE—We will furnish any of the solid color sweaters listed on this page (except No. 3J), with one color body and any other color (not striped) collar and cuffs, on special orders, at no extra charge.

Spalding Jacket Sweaters

Standard Weight

The standard or lighter weight jacket sweaters are especially suitable for wear under regular coat when walking or taking ordinary exercise.

No. **DJ.** Fine worsted, standard weight, pearl buttons, fine knit edging.
Each, **$5.00** ★ *$54.00 Doz.*

No. **3J.** Standard weight, similar style to No. DJ, but Shaker knit instead of fine worsted, without fine knit edging. Pearl buttons. Carried in stock in Gray, Navy, Black, Maroon. No special orders.
Each, **$4.00** ★ *$45.00 Doz.*

Two pockets in either No. DJ or No. 3J sweaters, put in at time made, not after.
Extra, **50c.**

Spalding Collarette

Made especially for use with Spalding Jacket and Vest Collar Sweaters, coming up high around neck, with button front and reversible collar, and providing the necessary warmth and protection required in cold or inclement weather or while engaging in outdoor sports during hard weather.

No. **CT.** Spalding Collarette. Carried in stock in same colors as sweaters listed on this page, and furnished on special orders in any other color without extra charge. . . . . Each, **$2.00**

See next page for special Angora wool button front sweaters, particularly for women's use, also special Angora mufflers, toques and knitted caps.

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

PRICES SUBJECT TO CHANGE WITHOUT NOTICE

COVERLEY CLOTHES

MADE BY LONDON'S BEST SPORTING TAILORS

THE BEST SPORTS WEAR FOR MEN OR WOMEN

Golf Suits,
Overcoats,

Catalogue of "Coverley Clothes" sent upon request.

Motor Capes, Flannel Trousers
Knitted Jackets, Tennis Socks
Golf Stockings, Golf and
Tennis Shirts, Tennis Shoes

SPALDING · FIFTH AVENUE

BETWEEN FORTY-THIRD AND FORTY-FOURTH STREETS, NEW YORK

ACCEPT NO SUBSTITUTE THE SPALDING TRADE-MARK GUARANTEES QUALITY

SPALDING
NEW ATHLETIC GOODS CATALOGUE

The following selection of items from Spalding's latest Catalogue will give an idea of the great variety of ATHLETIC GOODS manufactured by A. G. SPALDING & BROS. ∴ ∴ SEND FOR A FREE COPY.

SEE LIST OF SPALDING STORE ADDRESSES ON INSIDE FRONT COVER OF THIS BOOK

Archery
Ash Bars
Athletic Library
Attachm'ts, Chest Weight

addy Badges
aps—
Base Ball
University
Water Polo
Center Forks, Iron
Center Straps, Canvas
Chest Weights
Circle, Seven-Foot
Clock Golf
Corks, Running
Covers, Racket
Cricket Goods
Croquet Goods
Cross Bars.

Bags—
Bat
Bathing Suit
Caddy
Cricket
Striking
Tennis
Uniform
Balls—
Base
Basket
Cricket
Field Hockey
Golf
Hand
Indoor
Medicine
Playground
Squash
Tennis
Volley
Water Polo
Ball Cleaner, Golf
Bandages, Elastic
Bar Bells
Bars, Horizontal
Bases—
Base Ball
Indoor
Bathing Suits
Bats—
Base Ball
Cricket
Indoor
Batting Cage, Base Ball
Belts—
Leather and Worsted
Bladders—
Basket Ball
Striking Bag
Blades, Fencing

Discs—
Marking, Golf
Discus, Olympic
Discs, Striking Bag
Dumb Bells

Emblems
Embroidery
Equestrian Polo

Felt Letters
Fencing Sticks
Field Hockey
Finker Protection
Flags—
College
Marking Golf
Foils, Fencing

Glasses, Base Ball Sun
Gloves—
Base Ball
Boxing
Cricket
Fencing
Golf
Hand Ball
Glove Softener
Goals—
Basket Ball
Golf Clubs
Golf Counters
Golfette
Grips—
Athletic
Golf
Gut Preservative, Tennis
Guy Ropes and Pegs
Gym'm Suits, Women's

Hammers, Athletic.
Handle Cover, Rubber
Hangers for Indian Clubs
Hats, University
Health Pull
Hob Nails
Hole Cutter, Golf
Hole Rim, Golf
Hurdles, Safety
Hurley Goods

Indian Clubs
Inflaters—
Striking Bag

Jackets, Fencing
Javelins.
Jerseys

Knee Protectors

Lacrosse
Lanes for Sprints
Lawn Bowls
Leg Guards—
Base Ball
Cricket
Field Hockey
Leotards
Letters—
Embroidered
Felt
Liniment

Mallets—
Cricket
Croquet
Equestrian Polo
Roque
Markers, Tennis
Masks—
Base Ball
Fencing
Mattresses
Megaphones
Mitts—
Base Ball
Hand Ball
Striking Bag
Monograms
Mufflers, Knitted
Nets—
Cricket
Golf Driving
Tennis
Volley Ball
Numbers, Competitors

Pads—
Chamois, Fencing
Sliding, Base Ball
Wrestling
Paint, Golf
Pants—
Base Ball
Bathing, Knee
Boys' Knee
Running
Pennants, College
Pistol, Starters'
Plastrons, Fencing
Plates—
Base Ball Shoe
Home
Marking, Tennis
Pitchers' Box
Pitchers' Toe
Teeing, Golf
Platforms, Striking Bag
Poles, Vaulting
Polo, Equestrian
Polo, Roller, Goods

Posts—
Backstop, Tennis
Lawn Tennis
Protectors—
Abdomen
Base Ball Body
Indoor Base Ball
Thumb
Pulleys and Axle, Tennis
Push Ball
Pushers, Chamois
Puttees, Golf

Quoits

Racket Covers
Racket Presses
Rackets, Lawn Tennis
Rackets Restrung
Racks, Golf Ball
Rapiers
Reels for Tennis Posts
Referees' Whistle
Rings—
Exercising
Swinging
Roque
Rowing Machines

Sacks, for Sack Racing
Sandow Dumb Bells
Score Books—
Base Ball
Basket Ball
Cricket
Golf
Tennis
Score Tablets, Base Ball
Shirts—
Athletic
Base Ball
Shoes—
Base Ball
Basket Ball
Bowling
Shoes—
Clog
Cricket
Cross Country
Fencing
Golf
Gymnasium
Jumping
Outing
Running
Squash
Tennis
Walking
Shot—
Athletic
Indoor

Skate Rollers
Skates, Roller
Slippers, Bathing
Squash Goods
Standards—
Vaulting
Volley Ball
Straps—
Base Ball
For Three-Legged Race
Spikes, Cricket
Steel Cable, Tennis Net
Sticks, Polo
Stockings
Stop Boards
Striking Bags
Stumps and Bails
Suits—
Gymna'm, Women's
Swimming
Supporters—
Ankle
Wrist
Suspensories
Sweat Band
Sweaters
Swivels, Striking Bag
Swords—
Dueling
Fencing

Take-Off Board
Tape—
Adhesive
Cricket, Measuring
Marking, Tennis
Measuring Steel
Tees, Golf
Tether Tennis
Tights—
Athletic
Full
Full, Wrestling
Knee
Toe Boards
Trapeze
Trousers, Y.M.C.A.
Trunks—
Bathing
Velvet
Worsted

Umpire Indicator
Uniforms, Base Ball

Wands, Calisthenic
Watches, Stop
Water Wings
Weights, 56-lb.
Whistles, Referees
Wrestling Equipment
Wrist Machines

PROMPT ATTENTION GIVEN TO ANY COMMUNICATIONS ADDRESSED TO US

A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

FOR COMPLETE LIST OF STORES SEE INSIDE FRONT COVER OF THIS BOOK

Prices in effect January 5, 1914. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 15 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is the "Spalding Policy," which has already been in successful operation for the past 15 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

H 155 78

By A. G. Spalding.
PRESIDENT.

[illegible]

An article that is universally given the preference [illegible] embodied in it the following [illegible] for and compared [illegible] value. For instance, the Gold Dollar of the United States [illegible] purchasing power because it must legally contain a specific [illegible] and the legal tender character of the dollar coin is guaranteed by the Government. [illegible] protection to the users of this currency against [illegible] considerable money is expended by the Government [illegible] Bureau of Engraving [illegible] Under the law, almost unanimously [illegible] great extent upon Congressional [illegible] counterfeit products—without this aid of the Government. [illegible] "Optimist" is easily [illegible]

Consequently, the "Consumer's Protection" against misrepresentation [illegible] inferior quality" rests entirely upon the integrity and reputation of the manufacturer.

The Spalding Trade-mark has for [illegible] been a guarantee of Quality to [illegible] the Spalding Trade-mark has become [illegible] as a Guarantee of Quality as [illegible] U. S. Currency is to the field.

The necessity of upholding the Guarantee of the Spalding Trade-mark [illegible] maintaining the Standard Quality of their goods is to ensure [illegible] our acts the necessity of the Government in maintaining a Standard [illegible]

Thus each consumer is not only insuring himself but also protecting [illegible] consumers when he assists a Reliable Manufacturer in enforcing his [illegible] Mark and all that it stands for. Therefore, we urge all users of [illegible] Goods to assist us in maintaining the Spalding Standard of Excellence by insisting that our Trade-mark be plainly stamped on all articles [illegible] their own, because without this precaution our best efforts towards [illegible] Standard Quality and preventing fraudulent substitution will be ineffective.

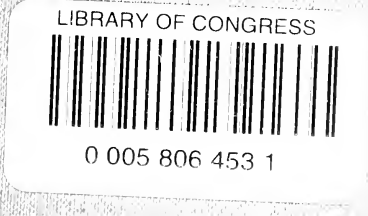
Manufacturers of Standard Articles inevitably suffer misrepresentation [illegible] high-priced," and this sentiment is fostered and emphasized by [illegible] "inferior goods" with whom comparison and the main consideration.

A manufacturer of recognized Standard Goods with a reputation to [illegible] and a guarantee to protect must necessarily have higher prices than a [illegible] maker of cheap goods, whose idea of and basis of claim for Standard [illegible] depends principally upon the eloquence of the salesmen.

We know from experience that there is no wide-awake merchant [illegible] prefers inferior quality—and we avoid this quicksand by Standard Quality.

[illegible]

MAR 78
N. MANCHESTER,
INDIANA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